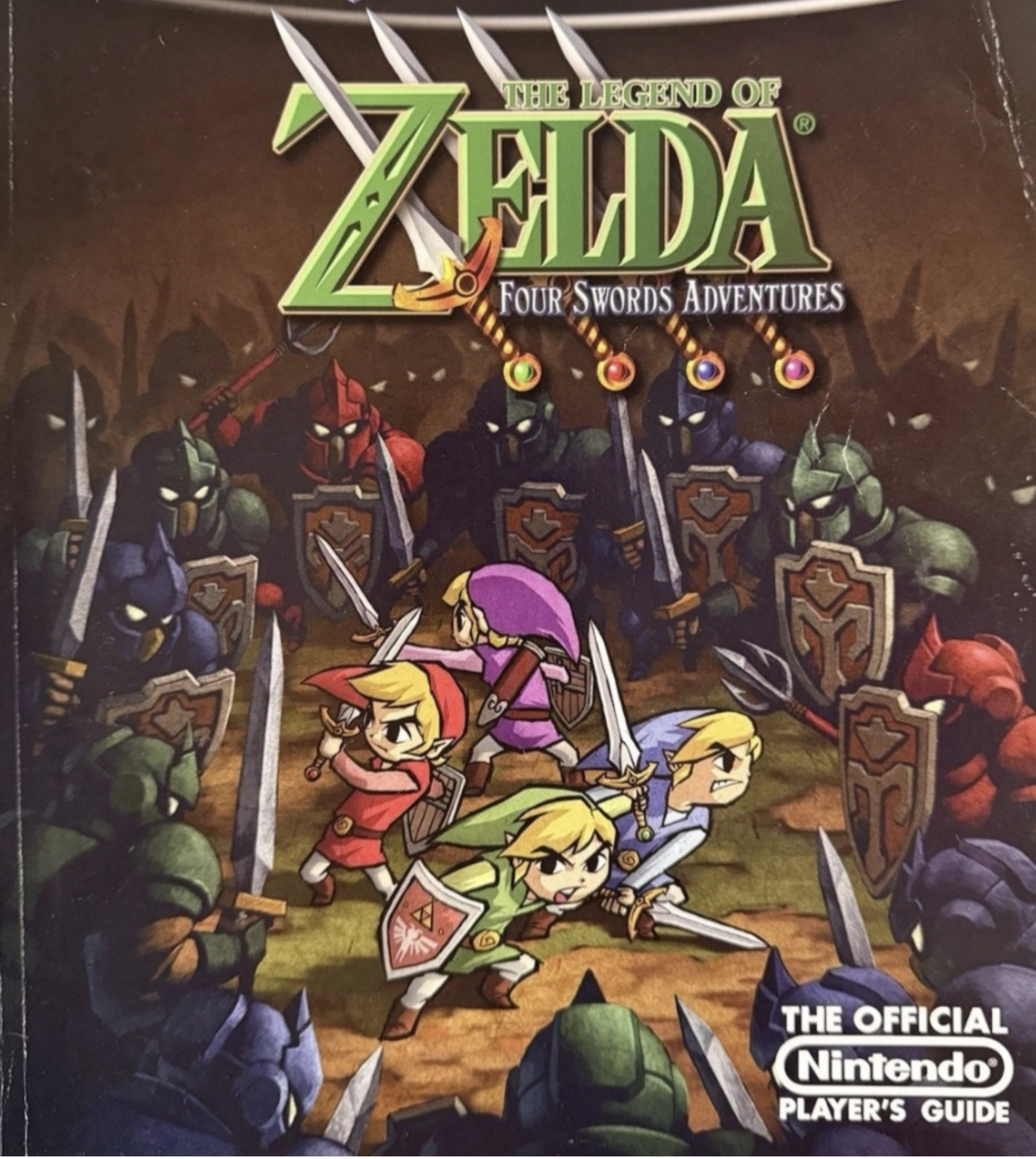
THE OFFICIAL GUIDE FROM NINTENDO POWER

NINTENDO GAMECUBE™

THE LEGEND OF ZELDA®

FOUR SWORDS ADVENTURES



THE OFFICIAL Nintendo® PLAYER'S GUIDE

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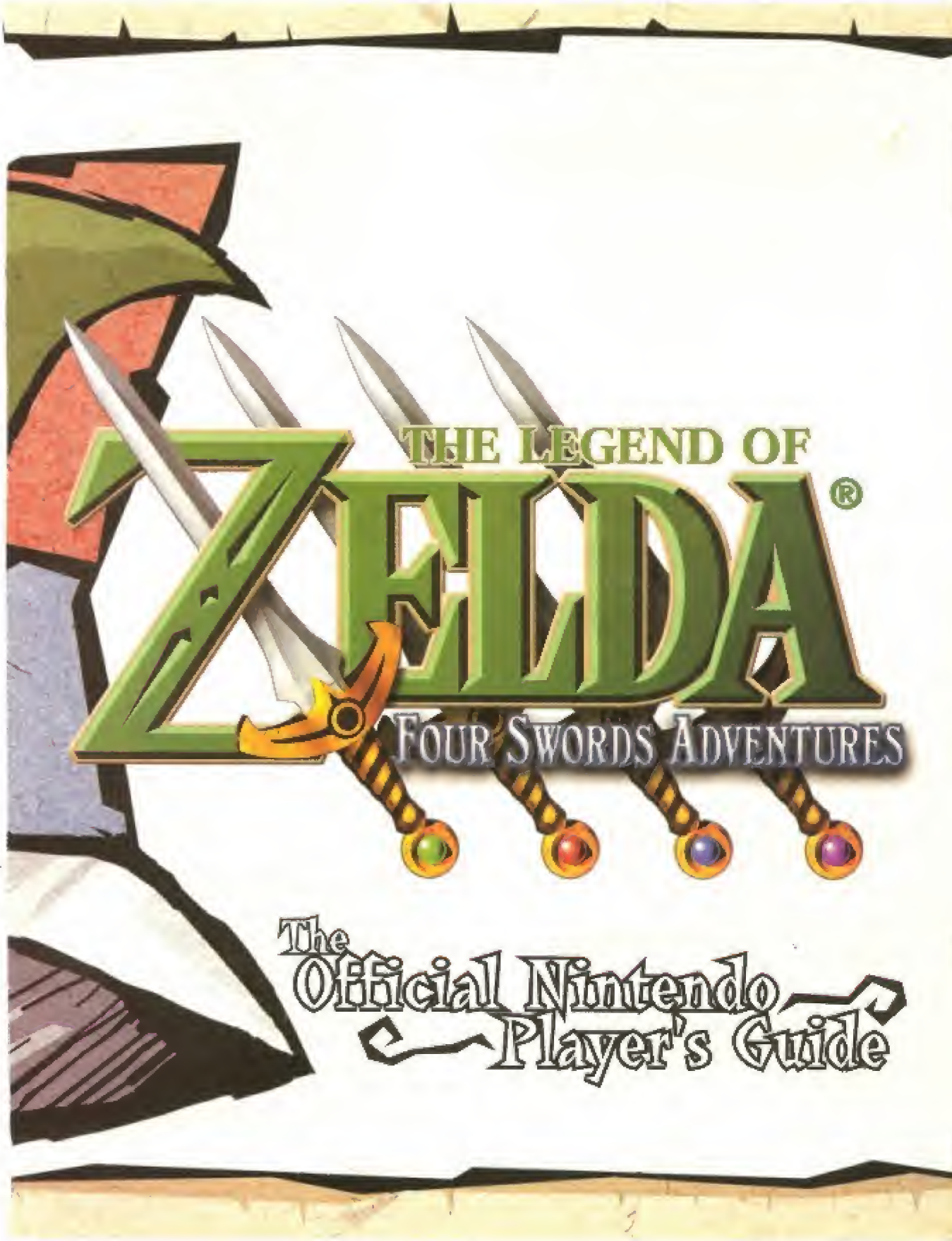
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The Legend...

Long ago in the inner reaches of Hyrule, an evil wind sorcerer known as Vaati began kidnapping beautiful young maidens, one after another.

Nobody could stop Vaati, and the people of Hyrule despaired. Then, a brave young wanderer carrying a single sword appeared.

When the young lad took out his sword, he split into four separate beings. The legends say that these four beings worked as one and defeated Vaati.

The wanderer, united once again, imprisoned Vaati deep in Hyrule and sealed the prison with his own sword. This place became known as the Four Sword Sanctuary.

After that, a long time passed.

The wind sorcerer Vaati broke out of his prison and snatched Princess Zelda of Hyrule.

Zelda's childhood friend, a young boy named Link, claimed the strange power of the Four Sword and fought Vaati fiercely. In the end, he succeeded in sealing Vaati away once again.

And so, peace was restored to Hyrule.

Or so everyone thought . . .

Basic Controls

ALL THE MAD GAMING SKILLZ IN THE WORLD CAN'T HELP YOU IF YOU DON'T KNOW WHAT THE BUTTONS DO. TAKE A MOMENT TO BECOME ACQUAINTED WITH YOUR CONTROLLER.

CHOOSE A CONTROLLER

USING THE GAME BOY ADVANCE

Although most of the action takes place on your TV, some areas will be shown on the GBA screen. Any time you enter a house, cave or other underground location, look to the GBA to see what's going on.

L BUTTON	Choose a formation/Unite separated Links
R BUTTON	Lift/Pull/Throw Roll (while moving)
START BUTTON	Pause the game and enter the status screen
SELECT BUTTON	Toggle between individual Links
A BUTTON	Use an equipped item/Set down object
B BUTTON	Attack Hold for a Spin Attack
CONTROL PAD	Move/Push

USING THE NINTENDO GAMECUBE CONTROLLER

If you are playing alone using the GCN Controller, areas that would normally appear on the GBA will be displayed in a small window on the TV screen. You can open and close the window by pressing the Z Button.

L BUTTON	Choose a formation/Unite separated Links
R BUTTON	Lift/Pull/Throw Roll (while moving)
START BUTTON	Pause the game and enter the status screen
CONTROL STICK	Move/Push
A BUTTON	Use an equipped item/Set down object
B BUTTON	Attack Hold for a Spin Attack
Y BUTTON	Unite separated Links
X BUTTON	Toggle between individual Links
C STICK	Change formations: Left for cross, Up for box, Down for long, Right for wide
CONTROL PAD	Toggle between individual Links
Z BUTTON	Hide or reveal a GBA Screen

A NOTE ON MULTIPLAYER

In a single-player game, you can use either a GCN Controller or a Game Boy Advance. In a multiplayer game, all participants must use GBAs. You can connect your GBA to the GCN with a Nintendo GameCube Game Boy Advance cable.

MOVING OUT OF FORMATION

If you aren't in a formation, the green Link will lead while the other three follow in a line behind him. In this state, the red, blue and purple Links cannot use items or weapons, but they are invulnerable.

ATTACKING

Your main weapon is the Four Sword. Each Link has a sword—if you are in a formation, you will all attack. If not, only the lead Link will attack. Look below to see the four main attack types.

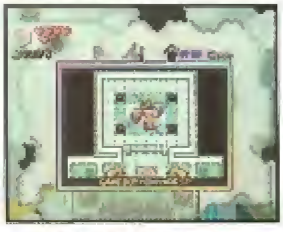
COMBO ATTACK

If you tap the B Button, you'll swing your sword. If you tap it and press the Control Pad (or Control Stick) in any direction, you'll perform a Combo Attack.

ROLLING ATTACK

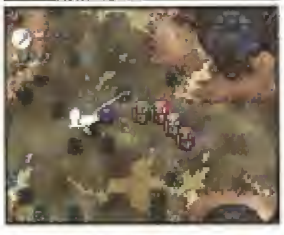
Press the R Button to roll, then press B to snap out of the roll and spin your sword in a circle. You can perform this maneuver at any point during the roll.

SPIN ATTACK



Press and hold the B Button to charge your sword, then release it to unleash a spin attack. If you have 2,000 or more Force Gems, you can perform a hurricane spin attack.

ITEM ATTACK



If you're holding a non-threatening item such as a Small Key or a Moon Pearl, you can use it as a weapon by pressing B.

ROLLING

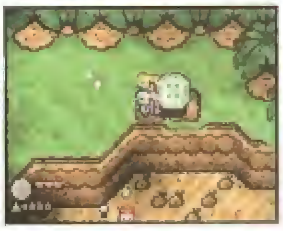
Tap the R Button and press the Control Pad (or Control Stick) in any direction to roll. If you're in a formation, all Links will roll. If not, only the lead Link will do so. Rolling is a good way to escape imminent danger or crowds of enemies.

SEPARATING THE LINKS

To separate one Link from all the rest, press Select on the GBA or the X Button or Control Pad on the GCN Controller. Continue pressing the button to toggle through all the Links. The three remaining Links are invulnerable when one is split off.

PICKING UP & THROWING

To pick up an object, stand next to it and press the R Button. Once you're holding it, you can throw it by pressing the R Button again. If you'd rather set it down in front of you, press the A Button. Rocks, grass, signs and even other Links can all be picked up and tossed.



PUSHING & PULLING

To push an object, stand on one side of it and press the Control Pad (or Control Stick) in the direction you want to go. To pull, stand on one side of an object and hold R, then move in the opposite direction.

FORMATIONS

The Links can enter four different formations. To enter a formation, press and hold the L Button then scroll to the one you want. If you're using the GCN Controller, you can also change formations with the C Stick. Many puzzles are solvable only with formations.

BOX FORMATION (UP ON THE C STICK)

The box formation is useful for attacking enemies—it provides a lot of firepower in a small area. You must trigger some switches from this formation.

LONG FORMATION (DOWN ON THE C STICK)

The long formation is a vertical configuration that's useful for sweeping through a room of enemies.

CROSS FORMATION (LEFT ON THE C STICK)

The cross formation is a handy attacking formation, because you're protected on all sides. You'll also use it to trigger some switch puzzles.

WIDE FORMATION (RIGHT ON THE C STICK)

The wide formation is a burly fighting stance that's especially useful for guarding a target. It's also great for pushing blocks and pulling certain items.

Items & Weapons

SWORDS ARE NICE, BUT WHO DOESN'T WANT TO TINKER AROUND WITH NEW, INTERESTING GADGETS NOW AND THEN? TAKE A PEEK AT THE WONDERS OF MODERN HYRULEAN SCIENCE.

KEY ITEMS

Key items are ones that appear again and again. You'll often use them to attack enemies and solve puzzles. You can upgrade many key items at a Fairy Fountain, which improves their original function or gives them an extra ability.

BOMBS

Bombs are fun, but don't stand too close! When you pull out a bomb, it will start to flash after a few seconds—that means it's about to explode. Toss it with the R Button or set it down with A. You can find Bomb Flowers growing in some areas.

Level-two bombs are bigger, more powerful versions of the regular bomb. Get a load of those bad boys!

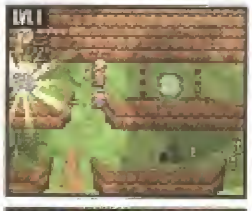
BOOMERANG

The boomerang can stun or eliminate most enemies. It can also pick up Force Gems and hearts. Tap the A Button to throw the boomerang and have it return immediately. Press and hold A to leave it spinning in space.

The upgraded boomerang flies farther than the original. You'll often need boomerangs to solve tricky puzzles or to hit far-off switches.

BOW

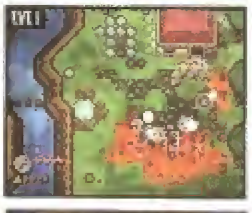
The bow has an unlimited supply of arrows. If you press and hold the A Button, you'll fire a charged shot that can pass through nearly any obstacle. Certain eyeball-shaped switches (called eye switches) can be struck only with the bow.



The level-two bow will let you fire three shots in a row. If you use it while in formation, you can create an almost impenetrable wall of arrows. Nice!

FIRE ROD

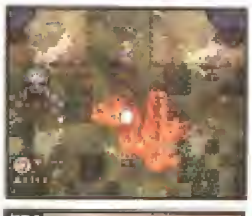
The Fire Rod is perhaps the most enjoyable of all the key items. Tap the A Button to throw a fireball, or press and hold A to unleash a huge stream of flaming goodness. It's great for taking out enemies, melting ice and turning fields of grass into ash.



At level two, the Fire Rod can create blocks. If you wave the wand again, the block will explode and send flames in four directions at once.

LAMP

Whenever you're in trouble, light a lamp to keep evil at bay. The lamp creates a small glow around the Link who wields it, allowing him to see in the dark places of the world. It can also spit fire, although it has a very limited range.



Use the lamp to see in murky areas and to set things on fire. Tree stumps, grass, bushes and ice blocks are all vulnerable to its fiery charms. The lamp cannot be upgraded.

MAGIC HAMMER

In addition to being an endless source of clever and punny headlines, the Magic Hammer can create shockwaves that stun most land-based enemies. If you aren't in a stunning mood, you can always walk up to a foe and crack it on the noggin.

The level-two hammer has a wider shockwave range than the standard-issue version. You'll need the hammer to pound posts into the ground, reveal spikes in the floor and flip certain invincible enemies onto their backs.

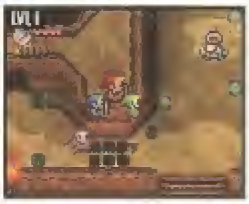
PEGASUS BOOTS

Want to run like the wind? You can with a sleek pair of Pegasus Boots. The fancy footwear allows you to speed all over the map by holding down the A Button. If you hit a cracked block while running, you can shatter it.

After you upgrade them, the Pegasus Boots will let you run over gaps in the floor. In addition to breaking cracked blocks, you can use the boots to smash into trees and dislodge Force Gems.

ROC'S FEATHER

Soar like a plastic bag on the breeze with the Roc's Feather, an item that gives Link the long-awaited ability to jump. While in the air, move the Control Pad (or Control Stick) in the direction you wish to go.



If you use the Roc's Feather while in formation, the Links will stay in formation for the duration of the jump. If you're not in formation, green Link will touch down and the others will land in the very same spot.

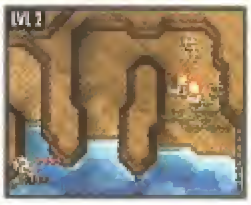
SHOVEL

It's a hole lot of fun when there's a shovel involved! Believe it or not, the item allows you to dig holes in the ground. Sometimes you'll find a secret passage, but usually you'll find a small Force Gem, a heart or nothing at all. Such is the life of a digger.

The level-two shovel emits a high-pitched beep whenever you're near a secret. Any time you hear it, whip out your new toy and start digging like there's no tomorrow.

SLINGSHOT

Though it seems like a child's toy, the slingshot is a very handy tool. It fires a stone that can stun or mortally injure most enemies and also trip certain switches. If you press and hold A to charge the shot, the stone will fly across the room.



A level-two slingshot can fire three stones at once. If you power it up and fire in formation, you can clear out even the most crowded of enemy-filled areas.

BIG KEY

The very rare Big Key opens giant treasure chests that contain huge green Force Gems.

BLUE BRACELET

The Blue Bracelet halves the damage you receive. It appears in many of the levels and is always inside a treasure chest.

BOMBOS MEDALLION

Another rare item, the Bombos Medallion calls down a rain of fire from the sky, decimating every enemy in the vicinity.

CARROT

Picking up a carrot will summon a horse, which lets you move quickly and grants you invulnerability. The horse will disappear after a short time.

FORCE FAIRY

Force fairies are usually hiding in jars. Each one works like an extra life—if you fall in battle, the fairy will bring you back in the same spot.

HEART CONTAINER

The Links begin each level with four hearts. Each time you find a Heart Container, your heart allotment will be increased by one.

KEY

Keys open locked stuff. Look for a keyhole in a door or block, then pick up the key with the R Button and take it to the spot.

MOON PEARL

Moon Pearls open portals to the Dark World, a mysterious dimension of sight and sound. Bring the pearls to shiny spots to activate them.

MYSTERY ITEM

The ball with a question mark on it will spit out a random item. Toss it on the ground and see what comes out!

POWER BRACELET

Feeling tough? The Power Bracelet lets you pick up large items such as trees and toss them aside like they were made of paper.

RED BRACELET

Similar to the Bombos Medallion, the Quake Medallion causes a massive tremor that transforms your foes into jelly.

Adventure Strategies

THE JOURNEY THAT LIES BEFORE YOU IS FILLED WITH MANY PERILS. OUR ADVENTURE STRATEGIES WILL HELP YOU SURVIVE, SHOULD YOU TAKE THEM TO HEART.

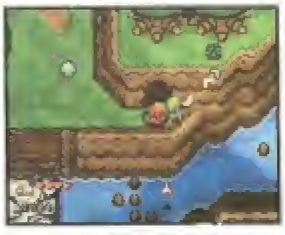
GENERAL TIPS

Below are a few things you ought to keep in mind as you set out on your quest. We won't talk about what happens when you hit a Cucco repeatedly, but you should definitely give it a try.

SCOUR THE LAND

You'll be surprised how much good stuff you can find in the bushes. Cutting down every bit of foliage doesn't do much for Hyrule's landscaping, but it's for the good of the quest.

Leave no stone unturned. You'll find everything from hearts to Force Fairies hidden beneath the rocks that litter the Hyrulean landscape. Remember to lift with your legs.



The boomerang is one of the most useful items in the game. When you possess it, nothing is beyond your reach. You can even use it to cut down faraway shrubbery.

LISTEN TO THE PEOPLE

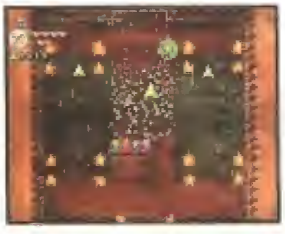
Take the time to chat with everyone you come across. They may provide you with important clues or give you the opportunity to earn some optional treasures.

Many of Hyrule's citizens understand that their very lives depend on the success of your journey. They'll contribute to the cause by sharing helpful information.

Others will ask you to set aside that whole "saving the world" thing so you can solve their personal problems. They'll usually reward you for your troubles, though.

LEAVE NO GEM BEHIND

Every Force Gem helps—you'll need 2,000 to power up your sword. Plus, the more gems you collect, the more Force Fairies you'll receive at the end of the level.



RETRACE YOUR STEPS

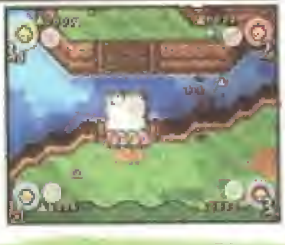
You won't be able to complete certain tasks until you've obtained a particular item. If something seems unattainable, chances are you can come back for it later.

DIVERSIFY

In multiplayer mode, it's often a good idea for everyone to carry a different item. With a variety of tools at your disposal, your party will be ready for anything and you won't have to backtrack as much.

WORK TOGETHER

Though there is a competitive component to the game, it's absolutely crucial that you work as a team in multiplayer mode. Many of the game's challenges are impossible unless all four players cooperate.

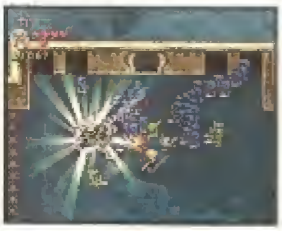


BATTLE TACTICS

No matter how heroic he may be, any adventurer who rushes into battle without a plan is doomed to meet an early demise. Employ the following tactics as you confront Hyrule's enemies. Knowing, after all, is half the battle.

FIGHT IN FORMATION

Your formations' uses aren't limited to puzzle-solving. In battle, assuming the proper formation can mean the difference between victory and defeat.



When you're under attack from all sides, get in the cross formation to protect your flanks. You can always count on another Link to guard your back.

The box formation allows you to bring multiple swords to bear while leaving you less vulnerable than the long and wide formations. It's particularly useful against bosses.

DIVIDE AND CONQUER

Sometimes it's better to work separately. The benefit of a four-person party is that you can surround your foes or lay a trap. Strength in numbers, as they say.

A few monsters are vulnerable only to Links of a certain color. When you separate a Link from the group, the other members of your party are impervious to attacks.

You can also split up the group to set an ambush, which is an especially effective technique for whacking Shadow Links before they disappear. They're not terribly clever, you see.

UNLEASH COMBOS

When you defeat an enemy with your sword, a number will indicate how many consecutive foes you've defeated without taking damage. The higher the number, the more gems will fall from the sky.

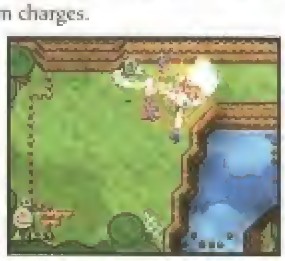
The benefits of a good combo are threefold: you'll earn more Force Gems, you'll conserve your Heart Meter and you'll impress the other members of your party.

When you come to a narrow passageway full of enemies, get in a line and mow them down as quickly and efficiently as possible. You'll rack up some mad combos in the process.

CHARGE YOUR WEAPONS

The strength of your sword and certain other items increases the longer you hold the corresponding button. Be careful, though; you'll be vulnerable while the item charges.

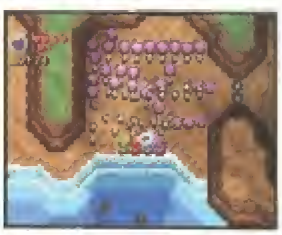
Some items have a different effect if you hold the A Button to build up their power. A charged shot from your bow, for example, can pass through multiple enemies.



Once you've powered up your sword by collecting 2,000 Force Gems, you can execute a hurricane spin attack. Hold the B Button, then release it after the sword flashes twice.

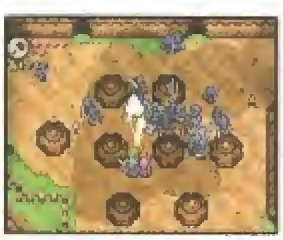
WATCH YOUR BACK

Don't forget about your shields! Most projectiles will bounce off them harmlessly as long as you're facing the source. Never turn your back to archers, Octoroks or other long-range foes.



USE THE ENVIRONMENT

Take advantage of your surroundings. You can take cover behind large boulders, for example, or use them to create a bottleneck for a rush of oncoming foes.

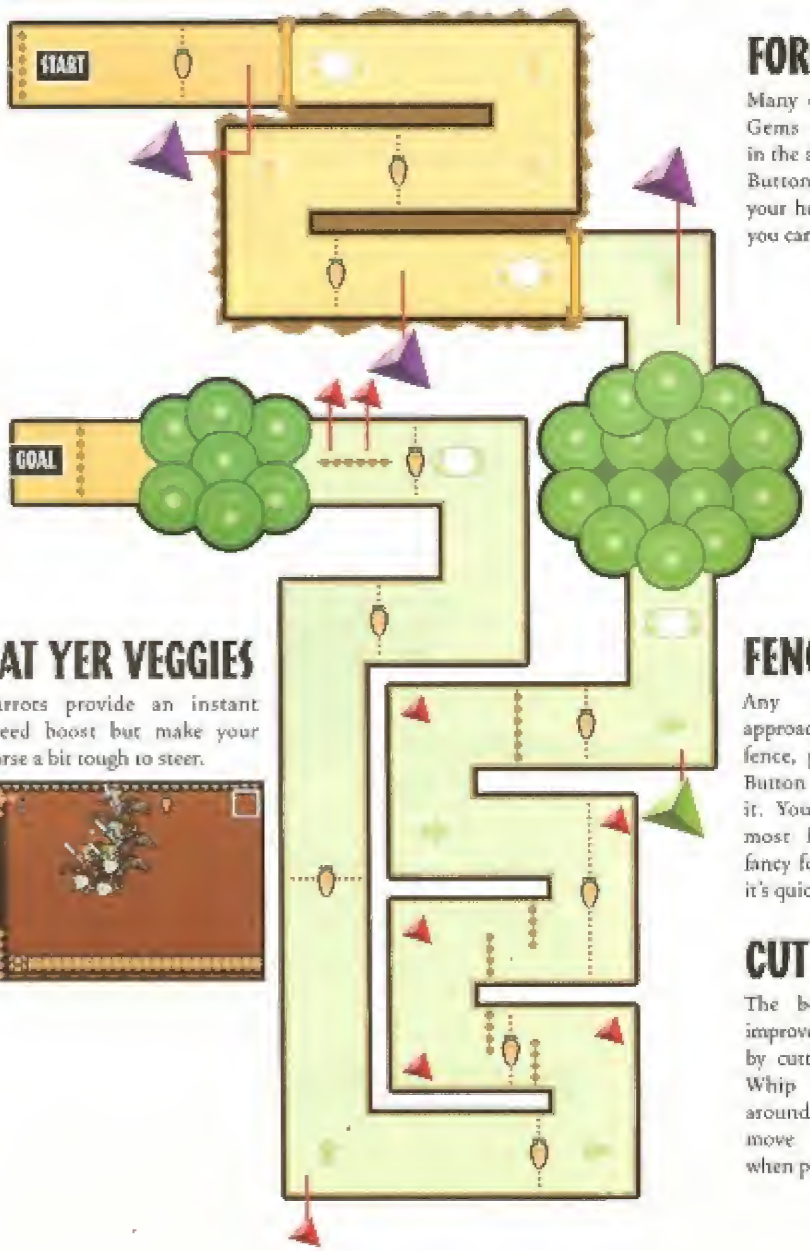


BUCKING BRONCO 1

You have dual objectives in Bucking Bronco—you'll have to keep one eye on the clock and the other on stray Force Gems, as both will help you in the final tally. The carrots won't extend your time on the horse, but they will give you a nice speed boost.

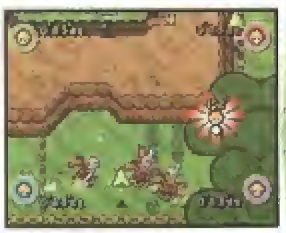
BONUS CONDITION

If you set a new low time for completing the race, Tingle will shell out 500 Force Gems. The default record is 50 seconds. If you get a better time and save the game, you'll have to beat the new score.



FORCE GEM FRENZY

Many of the Force Gems are floating in the air. Use the A Button to make your horse jump so you can snag them.

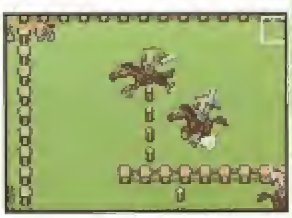


EAT YER VEGGIES

Carrots provide an instant speed boost but make your horse a bit tough to steer.

FENCEPOST FAULTS

Any time you approach a wooden fence, press the A Button to leap over it. You can avoid most fences with fancy footwork, but it's quicker to leap.



CUTTING CORNERS

The best way to improve your time is by cutting corners. Whip your horse around curves and move diagonally when possible.

CUCCO WRANGLERS 2

Buh-kawk! It's Cucco-wranglin' time! A flock of 20 Cuccos has busted loose from the pen, and it's up to you and your friends to put them back. Along the way you'll want to keep an eye out for stray Force Gems.

BONUS CONDITION

One of the Cuccos is incredibly fast. You'll know this super Cucco by the way it blinks. If you manage to corner the bird and toss it in the pen, Tingle will fork over an extra 300 Force Gems.

THROWING UP

The pen is in the middle of the screen, and there's a large mountain at the far side. When you throw a Cucco into the pen, toss it from the bottom, toward the mountain. If you throw from the side of the pen, you might miss the enclosure altogether.

I WILL CUT YOU WITH MY BLADE!

If one of your friends is making a run for the pen with Cucco in hand, hit him with your sword to make him drop the bird. It's a cheap technique, but all's fair in love and Cucco-hunting.

HEEEEERE CUCCO, CUCCO, CUCCO

Having succeeded in a jailbreak, the Cuccos are in no hurry to be found. Search every nook and cranny for the birds, including inside the house and the cave. A few clever cluckers might even hide behind pots.

PEARLS OF WISDOM

There's a Moon Pearl hiding in the grass at the bottom of the screen. When you find the pearl, drop it at the shiny spot to create a portal. You'll find a few wily Cuccos in the Dark World.

HAMMER TAG 3

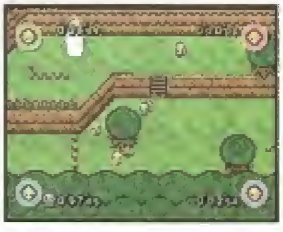
Hammers aren't toys . . . but that shouldn't stop you from playing tag by running around a field and bashing each other in the head with a huge sledge. The first player to hold the hammer for 60 seconds is the loser.

BONUS CONDITION

If you survive the entire round without being "it" once, you'll earn an extra 300 Force Gems. The first person to be "it" is automatically disqualified from the bonus condition. Too bad for him.

KNOW YOUR ROLL

The player with the hammer will move much faster than the others. In addition, the pursued players won't be able to roll. Try to keep fences and trees between you and the person who's "it" to gain a few precious seconds.



OFF THE EDGE

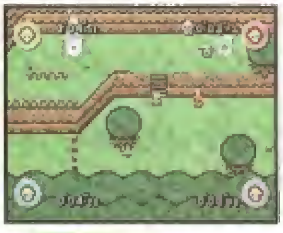
If you're on the top level of the Light World, you can drop off the edge of the cliff to the field below. Players without the hammer can do it to surprise the Link who's "it" and buy a little more time.

A PURPLE DISTRACTION

The switch in the Dark World will drop small purple Force Gems in the Light World. They'll fall sporadically for a grand total of 500 Force Gems. Get them if you can, or use them to distract the hammering Link.

PASSAGE TO THE PORTALS

The portals at the top of the screen will appear and disappear at random. They're the best way to escape the person who's "it," but you might step into a portal only to find that it's disappearing and therefore inactive.



MONSTER HUNTING 4

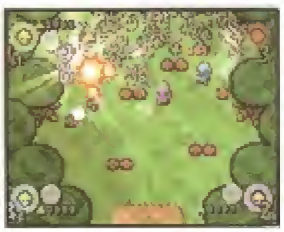
Monsters have ruined the bucolic splendor of Tingle's mad tower, and he's none too happy about it. Make the green-clad weirdo happy by putting each and every one of them in the ground and burying them deep.

BONUS CONDITIONS

You'll earn five Force Gems for every monster you eliminate. In addition, you'll earn a Force Fairy for each 1,000 Force Gems you earn—this condition applies to every game in the tower.

HARVEST SEASON

The first room contains a multitude of tentacled plants. Try to put your back to the wall and take them out a few at a time—use the roll attack to slip away if you're surrounded.

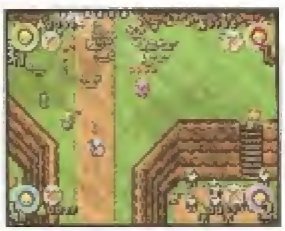


OCTOROK OFFENSIVE

The red Octos aren't that bright, but the rocks that they fire are deadly. Stand on the far side of the rocks and slash the critters when they get close, or stand back and launch charged arrows. Stand still to use the shield and block incoming fire.

FEELING CRABBY?

There are many different foes in the second room—starting with a mass of electric Gels and dozens of claw-snapping crabs. Use the bow near the entrance to take them out from a safe distance.

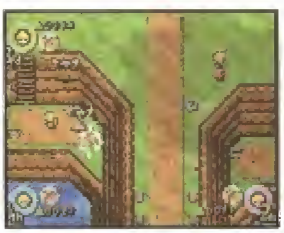


SWITCHES OF FURY

You must use arrows to trigger four switches in the third room. Each switch will release a rain of Force Gems, but some also create cyclopes. Hit the switches one at a time so you aren't overwhelmed.

BIRD ON A BEACH

After you blast the crabs and Gels, move on to the birds. You can take out most of them by firing arrows from the top of the ladder. Use your sword on the stragglers, then open the chest to receive a small purple Force Gem.



CYCLOPES ON THE MOVE

When the cyclopes attack, keep the rocks between you and them—you can hit them from the other side without sustaining damage. The rocks will vanish when you've defeated the Octos, so keep one of them alive until the giants are gone.

VOLLEY, BY GOLLY 5

The latest Hyrule health craze isn't a low-carb diet or a weird stretching routine. No, the workout of choice is to volley a ball back and forth. Help the large woman get her daily exercise, and collect a few Force Gems in the process.

BONUS CONDITIONS

Tingle will award a random bonus to a random player, so don't bother kissing up. The woman, however, will spike the loser in the face—causing him to lose Force Gems and his friends to laugh uproariously.

KEEP YOUR DISTANCE

Hit the ball only when it matches your Link's color. It will drift automatically toward the correct player, but it won't stay on a perfectly straight line. Spread yourselves apart so you have time to react to the ball's flight.

FASTER VOLLEYBALL! SPIKE! SPIKE!

Each time you spike the ball with your sword, it will move a bit faster. By the time you have a multivolley game going, the ball will really be zooming around the screen. Adjust your reaction time accordingly.

MOLE MELEE 6

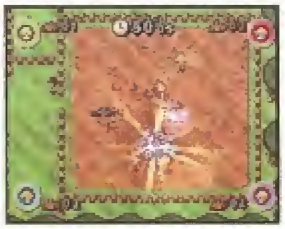
Whack-a-mole has been an arcade favorite for years, and now you don't have to play in the dank back room of a pizza parlor where kids run wildly about, screaming like banshees, while their exhausted parents clean up spilled soda. How nice.

BONUS CONDITION

Mole Melee contains a negative bonus condition. Whoever hits the most moles of an opposing color will lose 300 Force Gems. Pound carefully.

CLICK, CLICK BOOM!

Hit as many yellow moles as you can, but watch for the black ones. They explode when hit, stunning your character for a few seconds.



COLOR-COORDINATED

Yellow moles count as one successful hit, but a mole that matches your color counts as three. Do whatever it takes to hit such moles, even if you have to abandon a couple of nearby yellow ones.

MONSTER HUNTING RETURNS 7

More monsters means more muscle. In the seventh area of Tingle's Tower, you'll need to blast through monsters that are much more difficult than those in the first Monster Hunting game. Get ready for a showdown.

BONUS CONDITION

Tingle—pleased as punch that you're decimating all the monsters in his tower—will award you 10 Force Gems for each creature that you eliminate. Who knew Link was a bounty hunter?

THIS SOLDIER'S HEART

The first room holds a vast army of soldiers. You'll have an easier time eliminating them if you work in conjunction with your friends, but that's up to you. The roll attack and sword combo are both good moves.

THE NEW BALL AND CHAIN

After you blast the first ball-and-chain users, a second group will appear. Rush the doors at the top of the room and try to trap the foes against the wall. Keep slashing furiously—they will fall after a few good hits.

THE BOWMEN OMEN

After you blast the first wave, soldiers backed by archers will emerge from the doors at the top of the room. Put your back against a wall and let them have it. If an arrow comes your way, stop moving to raise your shield.

DON'T GET CORNERED

The third room is filled with red and blue soldiers of various sizes. Stay out of the corners at all costs—you can easily get pinned there. Focus on eliminating the small fry first, then concentrate on the big fellows.

THE OLD BALL AND CHAIN

The second room contains four ball-and-chain-wielding soldiers. Wait for the ball to pass you, then run inside the arc of the swing and attack. The best time to strike is when you're wounded—your temporary invulnerability gives you an edge.

SOLDIERS OF MISFORTUNE

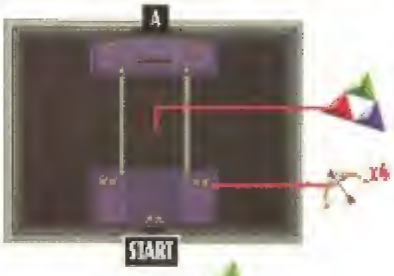
Once the small soldiers are gone, turn your attention to the larger ones. They're invulnerable from the front but very sensitive to strikes from the side or rear. Use your keen blade and mad swordfighting skills to smack them down.

BONUS COURSE B

The eighth and final area in Tingle's Tower is his very own bonus course filled with monsters and merriment. The course is a good place to pick up Force Gems and test your battling mettle.

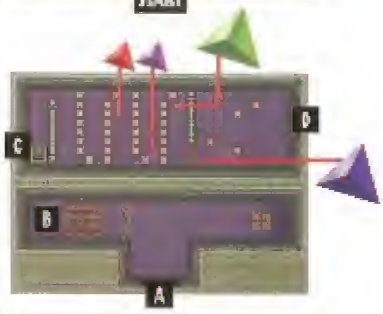
BONUS CONDITION

As in the two monster-battling minigames, Tingle will award you Force Gems in exchange for the heads of his enemies. In this case, you'll earn 20 Force Gems for each defeated foe.



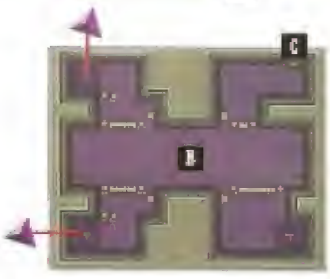
CASH MONEY

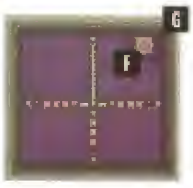
Keep your greed in check. Many of the large green Force Gems are alive, and they'll fight with sword and shield to keep from being taken to the bank. Use arrows to defeat them easily.

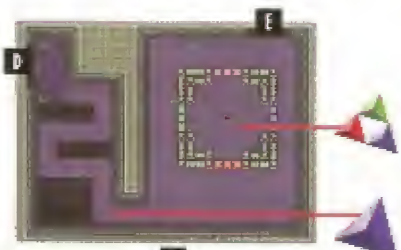


PINBALL THIS AIN'T

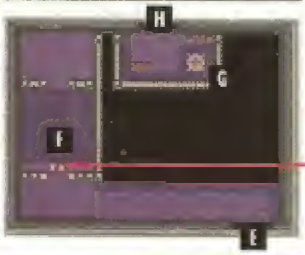
The giant steel ball that appears in the first stage of the course is invulnerable, and it will squash you flat if you aren't careful. It's attracted to live bait, so have one person play the worm while the rest run to safety.







When you shoot out of the cannons between points I and J, you'll emerge from one of the holes on this platform. Grab the floating gems when you do.



Most of the big green Force Gems in this room are fakes—and many of them will explode. Use arrows and keep your distance.

How to Use This Guide

BEFORE YOU EMBARK ON YOUR HYRULEAN ADVENTURE, TAKE A MOMENT TO FAMILIARIZE YOURSELF WITH THE ELEMENTS OF THE WALK-THROUGH PAGES.

GEM CALLOUTS

To avoid cluttering the maps, we've labeled only Force Gems with a value of 50 or higher, and those that appear in treasure chests.

STRATEGIC NOTES

Certain bits of strategy—usually related to some optional item or subquest—are presented as map callouts rather than numbered tips.

NUMBERED TIPS

7 Numbered tips in the walk-through correlate to the numbers on the map, and they'll help you get past tricky spots and find Force Gems.

LETTERED CALLOUTS

E The letters on the map indicate connecting points.

MULTIPLAYER TIPS

Some tips in the single-player adventure call for a different strategy in multiplayer. When you see this icon, look for the corresponding tip on pages 100–104.

INTERIOR MAPS

The interior maps will appear on your GBA if you're playing with a GCN Controller, they'll appear in the middle of the TV screen.

BOSS BOXES

For each boss, you'll find a description of how to survive the battle and emerge victorious.

ITEM ICONS

Every item in the area is identified by an icon on the map. Refer to the key below.

MAP KEY

- BIG BOMB
- BIG KEY
- BLUE BRACELET
- BOMB
- BOMBOS MEDALLION
- BOOMERANG
- BOW
- CARROT
- FIRE ROD
- FORCE FAIRY
- HEART CONTAINER
- KEY
- LAMP
- MAGIC HAMMER
- MOON PEARL
- MYSTERY ITEM
- PEGASUS BOOTS
- POWER BRACELET
- QUAKE MEDALLION
- ROC'S FEATHER
- SHOVEL
- SLINGSHOT

FORCE GEMS

Force Gems—the source of the Four Sword's power—can be found all over Hyrule. They appear in some treasure chests or after you defeat enemies or cut down grass and bushes.

Hyrulean
Adventure

Land of Hyrule

YOUR QUEST WILL TAKE YOU TO EVERY CORNER OF HYRULE, FROM THE TOWER OF FLAMES ATOP DEATH MOUNTAIN TO THE GREAT PYRAMID IN THE DESERT OF DOUBT.

OVERWORLD MAP

The numbers and letters on the overworld map indicate the order in which you'll travel the lands your first time through the Hyrulean Adventure. Once you've completed a level, you can revisit it whenever you wish.

OVERCAST

Most of Hyrule is obscured by clouds at the beginning of the game. When you finish a level, the clouds will dissipate to reveal a new section of the map.

1 WHEREABOUTS OF THE WIND

A Lake Hylia
B Cave of No Return
C Hyrule Castle

2 EASTERN HYRULE

D The Coast
E Village of the Blue Maiden
F Eastern Temple

3 DEATH MOUNTAIN

G Death Mountain Foothills
H The Mountain Path
I Tower of Flames

4 NEAR THE FIELDS

J The Field
K The Swamp
L Infiltration of Hyrule Castle

5 THE DARK WORLD

M Lost Woods
N Kakariko Village
O Temple of Darkness

6 THE DESERT OF DOUBT

P Desert of Doubt
Q Desert Temple
R Pyramid

7 FROZEN HYRULE

S Frozen Hyrule
T The Ice Temple
U Tower of Winds

8 REALM OF THE HEAVENS

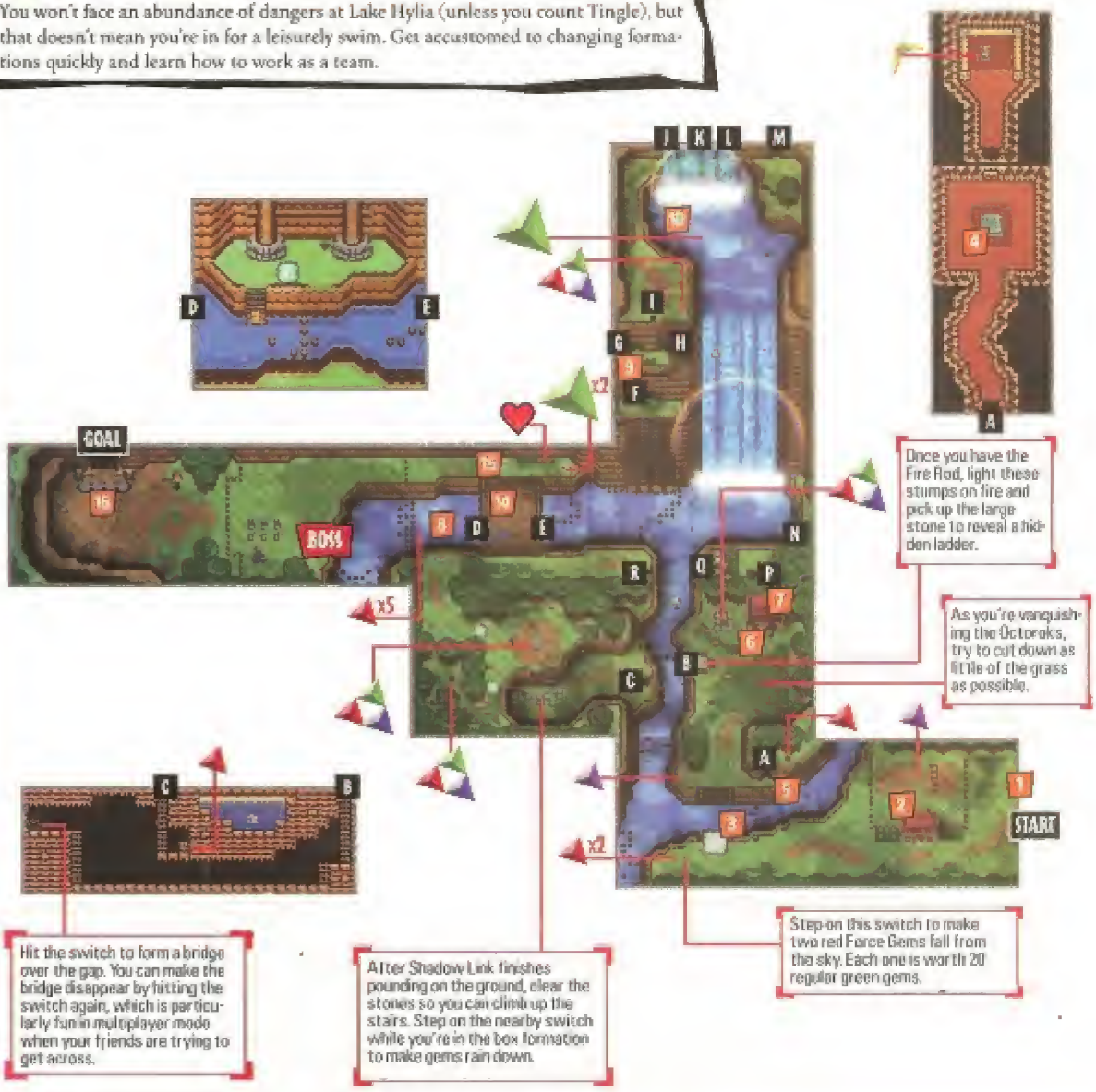
V Realm of the Heavens
W The Dark Cloud
X Palace of Winds

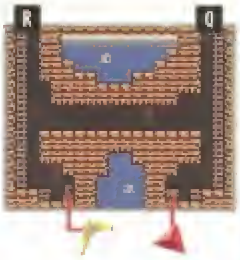
Whereabouts of the Wind

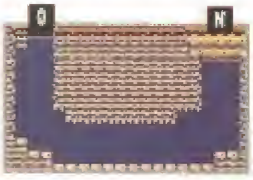
AFTER YOU DRAW THE FOUR SWORD AND ACCEPT YOUR DESTINY, YOU'LL WAKE UP NEAR LAKE HYLIA, TO THE EAST OF HYRULE CASTLE. FROM THERE YOUR HYRULEAN ADVENTURE BEGINS.

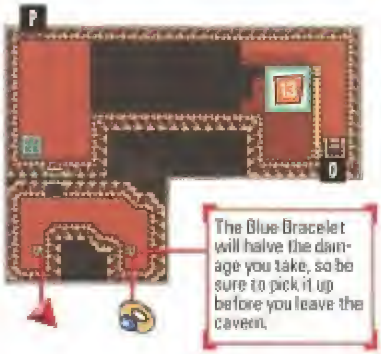
LAKE HYLIA

You won't face an abundance of dangers at Lake Hylia (unless you count Tingle), but that doesn't mean you're in for a leisurely swim. Get accustomed to changing formations quickly and learn how to work as a team.









1 LINK'S LANDSCAPING

As the game begins, you'll be awakened by a great owl named Kaepora Gaebora. The wise bird will instruct you to gather the four Links together by pressing L or Y.

When you cut down the grass with your blades, you'll often find hearts or Force Gems. If this adventuring thing doesn't pan out, Link might have a future in lawn maintenance.

Once you're finished mowing, gather everyone on the left side of the map to continue on your quest. Note the arrows that appear to indicate which way you should proceed.

2 GET IN FORMATION, MAGGOTS!

The retired castle guard is spending his golden years teaching his granddaughters about formations. If you're interested in a lesson, head out to the backyard, where the girls are practicing.

Stand in the clearing to the left for a brief drill on getting into formation. Press the L or Y Button to call up your formation options, or simply tilt the C Stick if you're using a GCN Control Pad (see page 5 for more information).

3 WE'LL CROSS THAT BRIDGE WHEN WE MAKE IT

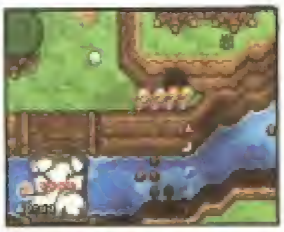
Your first opportunity to use what you've learned comes when you try to cross the river. Line up in the wide formation and push the large boulder into the water to create a makeshift bridge.

4 AN ITEM FROM DOWN UNDER

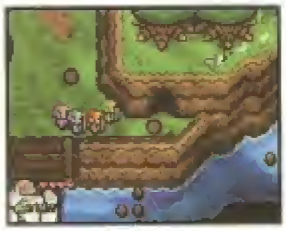
Head inside the cave on the other side of the river and step on the switch at point 4 while you're in the box formation. Beyond the door that opens you'll find your first item—a handy boomerang.

5 NO GEM IS BEYOND YOUR GRASP

With the boomerang in your possession, you can retrieve goodies that were previously out of reach. It also dazes enemies, allowing you to move safely within range of your sword.



When you exit the cave, press the A Button to toss your boomerang and snag the red Force Gem in the middle of the river. Fortunately, the boomerang requires much less skill to use in the game than it does in real life.



While standing outside the cave, throw the boomerang diagonally up and to the right, then hold the A Button to keep it hovering in midair as you move left (see the screenshot). When you release A, the boomerang will cut down the patch of grass and reveal a gem as it returns to you.

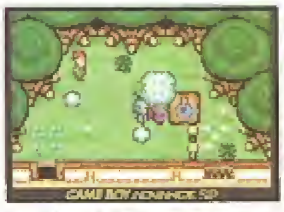
6 IT'S A TRAP!

If you can hit Shadow Link before he runs away, you'll be rewarded with a big green Force Gem. He's a quick little bugger, though, so it helps to set up ambush.

Before you get too close to the house, take control of red Link and toss aside the stone below the tree stump. Stand where the stone used to be, then switch to green Link and approach your nemesis. As soon as he jumps away, switch back to red Link and whack Shadow Link with your sword.

7 ONLY YOU CAN HELP PREVENT FOREST FIRES

Use your boomerang to nab the gems above the stream, as well as the key behind the brown rocks. The latter will unlock the door that Shadow Link was standing in front of.



Head through the house and get into the box formation in the backyard so you can lift the large stone with a pair of Links. Beneath it you'll find the Fire Rod.

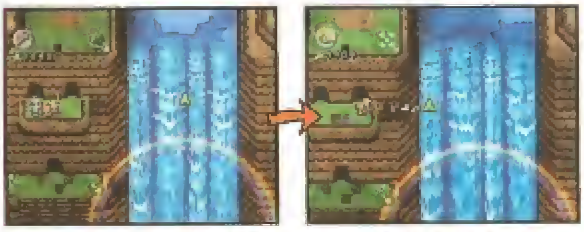
Back outside, you can use your new toy to light the entire field on fire. It's not something Smokey the Bear would be proud of, but the gems that appear should assuage your guilt.

8 RELUCTANT RESCUE

Jump in the river, swim under the bridge and climb the stairs on the other side. Tingle is trapped beneath the boulder that blocks your path, so although you'd probably rather not, you have no choice but to save him by lifting the rock and tossing it aside.

9 THAT'S GRATITUDE FOR YOU

When you reach the second ledge next to the waterfall, cut down the grass and step on the switch. A pile of gems will rain down on top of the cliff—hurry up there before Tingle grabs them.



After you foil Tingle's attempt to steal your gems, drop back into the hole to grab the boomerang and the big green gem inside the cave. To nab the big green gem floating back and forth across the waterfall, head back to the second ledge and fling your boomerang at the jewel.

10 THE RICH GET RICHER

If you've collected 2,000 gems by the time you reach point 10 (which is no easy feat), you can slay the Zora to earn another cool hundred.

Stun the Zora with your boomerang, then fire your sword at the creature. Not only will your defeated foe drop a big green Force Gem (which you can retrieve with your boomerang), but you'll be able to swim safely when you jump in the water momentarily.

11 BREAK FORMATION

Press the X Button to separate the Links, and have each of them stand on one of the four switches. A bridge will form across the gap in the tunnel to your left. Head back outside and enter the middle cave to make your way across.

12 SPLIT UP

When you step on the star-shaped switch, a platform will pop up to fill the gap to your right. The platform will disappear as soon as you step off the switch, however, so you'll need to split up.

While one of the Links is standing on the switch, separate another one from the group and walk across the platform. Once you're on the other side, press the Y or L Button to gather the group back together.

13 HEAVE-HO

Line up in the wide formation and push the giant block as far down as you can. An L-shaped platform will appear to carry you across the gap to your left.

The platform won't start moving until all four Links are standing on it. If you're playing with other people, jockey for position to grab the big green gem floating over the gap (push your friends off the platform if you must).

14 TAKE THE BRIDGE!

As you cross the bridge, line up in the wide formation to cut through the onslaught of Darknuts that confront you. If all of your Heart Containers are full, you can fire at the knights from afar.

Four swords are always better than one. When meeting a group of enemies head-on, assume the wide formation if you're going to collide with a horizontal brigade, or the long formation if you're about to clash with a vertical troop.

15 IT'S RAINING GEMS

Chop down the patches of grass at the other end of the bridge to reveal three switches to the left of the brown rocks and one switch to the right.

Line up on top of the switches to the left, then separate the remaining Link from the group and have him step on the switch to the right. When all four switches are depressed simultaneously, a pair of big green gems will fall from the sky and the rocks will transform into treasure chests.

BOSS CHIEF SOLDIER

As you proceed west of the bridge, a fence will close behind you and you'll be forced to fight a Chief Soldier accompanied by six regular soldiers. Fortunately, you'll have plenty of room to maneuver—use your formations to bring multiple swords to bear.

Take down the regular soldiers first to avoid being surrounded when you go after the big guy. The green ones are difficult to hit head-on (their shields will deflect your attacks), so approach from an angle or unleash a couple of spin attacks to make quick work of the underlings.

With its large shield, the Chief Soldier is nearly impervious to frontal assaults. When your foe rears back with its sword, get ready to dodge a straightforward thrust, then launch a counterattack from the side or behind. Float like a butterfly, sting like a bee.

16 BREAK THE BARRIER

To finish the level, smash all four black spheres that form Vaati's barrier of darkness. Your Force Gems will turn into Force Fairies, which will refill your heart meter and serve as continues.

CAVE OF NO RETURN

There aren't many enemies in the Cave of No Return, but it lives up to its name with some tricky puzzles and confusing labyrinths. Fortunately, you had the wisdom and foresight to pick up this Player's Guide. We'll help you find your way.

1 LET THERE BE LIGHT

It's difficult to navigate in the pitch-black cave, so head up and to your right to procure some lamps. They'll light your path and can spark a flame.

To further illuminate a room, you can use your lamps to light torches. Sometimes doing so will also open a door, as is the case with the pair of torches in the first room.

2 SURROUND SHADOW LINK

As in the previous level, you can earn a big green Force Gem by whacking Shadow Link before he disappears. Set red Link as illustrated in the screenshot, then move forward with green Link. When Shadow Link jumps back, switch to red Link and nail him.

3 FIRE EXTINGUISHER

To extinguish the circular flame in the center of the room, push the four surrounding blocks into their respective corners. Inside the treasure chest, you'll find the small key required to proceed to the next room.

4 BLOCK PARTY

Get in the box formation and push the blocks out of your way as you wind through the labyrinthine room at point 4. When you get to the end, switch to the wide formarion and push the large block so you can retrieve the key (see map) to open the east door.

5 SHOW YOUR COLORS

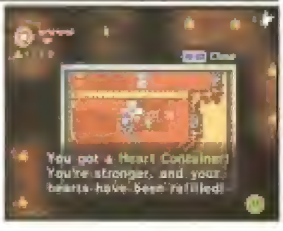
The colored blocks can be moved only by the corresponding Links. You'll have to switch between your characters in single-player mode or work as a team in multiplayer mode.

As you make your way through the room, refer to the map and be sure to open all of the treasure chests. Each one contains a big Force Gem (either red or green).

To reach the door in the southeast corner of the room, you'll have to push the last set of blocks in the following order: red, blue, purple, green. Light the torches to open the door.

6 TREASURE TRAPS

Falling through the trapdoors at point 6 isn't such a bad thing—in fact, we recommend it. The upper-right door leads to a big green Force Gem and the lowerright one leads to a Heart Container.



7 POTTERY BARN

The torches in the room shoot fireballs at you, so get in formation to smash the pots swiftly. A switch underneath one of them will make a treasure chest appear with a Heart Container inside. You'll also find lots of gems and hearts, a Force Fairy and a key.

8 HUMAN SHOTPUT

Before you use your key to unlock the next door, toss one of the Links across the chasm at point 8 to grab the Blue Bracelet and the bow. You'll need the latter to get through the next room, so you'll have to give up your lamp for the time being.

9 READY, AIM, FIRE!

Fire arrows across the torches to set the projectiles on fire and light the torches on the other side of the room. In doing so, you'll reveal a colony of Keeses.

After you shoot all of the bats, gems will rain down in the middle of the room. Be sure to fire at the crystal switch beforehand so the jewels land on the bridge that appears.

The big gems may seem unattainable, but you can reach them with your sword. Wait for the one on the right to turn purple—it's worth three times more than when it's green.

10 MAZE OF MANY RETURNS

To emerge from the maze at point 10, veer right at the first fork, then left, then right again. When you resurface, form a line and pull the lever on the right to open the door. The lever on the left summons a chest that holds a Heart Container.

BOSS SHADOW LINK

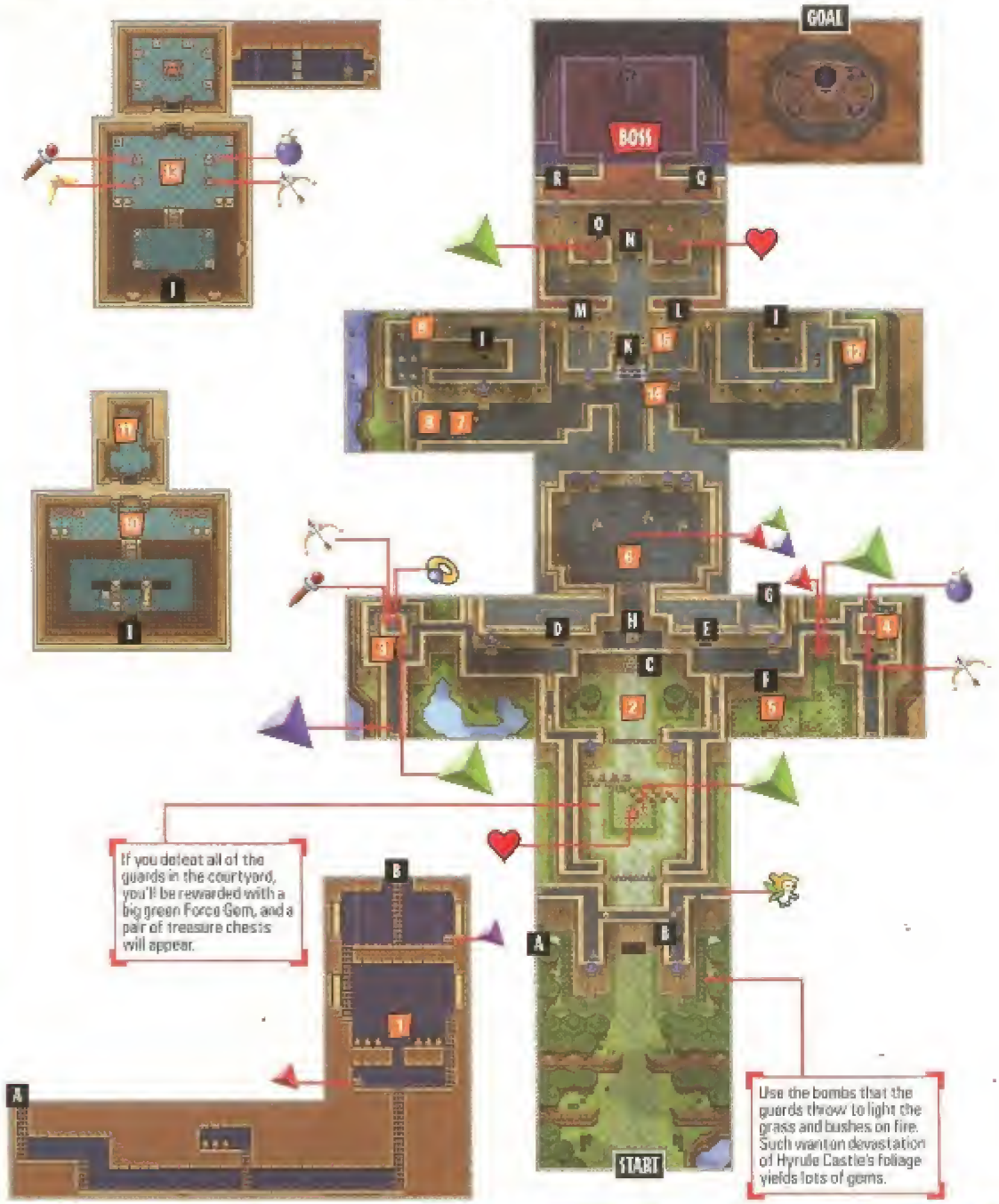
It's time to teach Shadow Link what happens when people try to steal the identity of Hyrule's greatest hero. The dark doppelganger will drop bombs around the room and slash at you with his sword. If you sustain a lot of damage, break the jars in the corners for some tasty hearts.

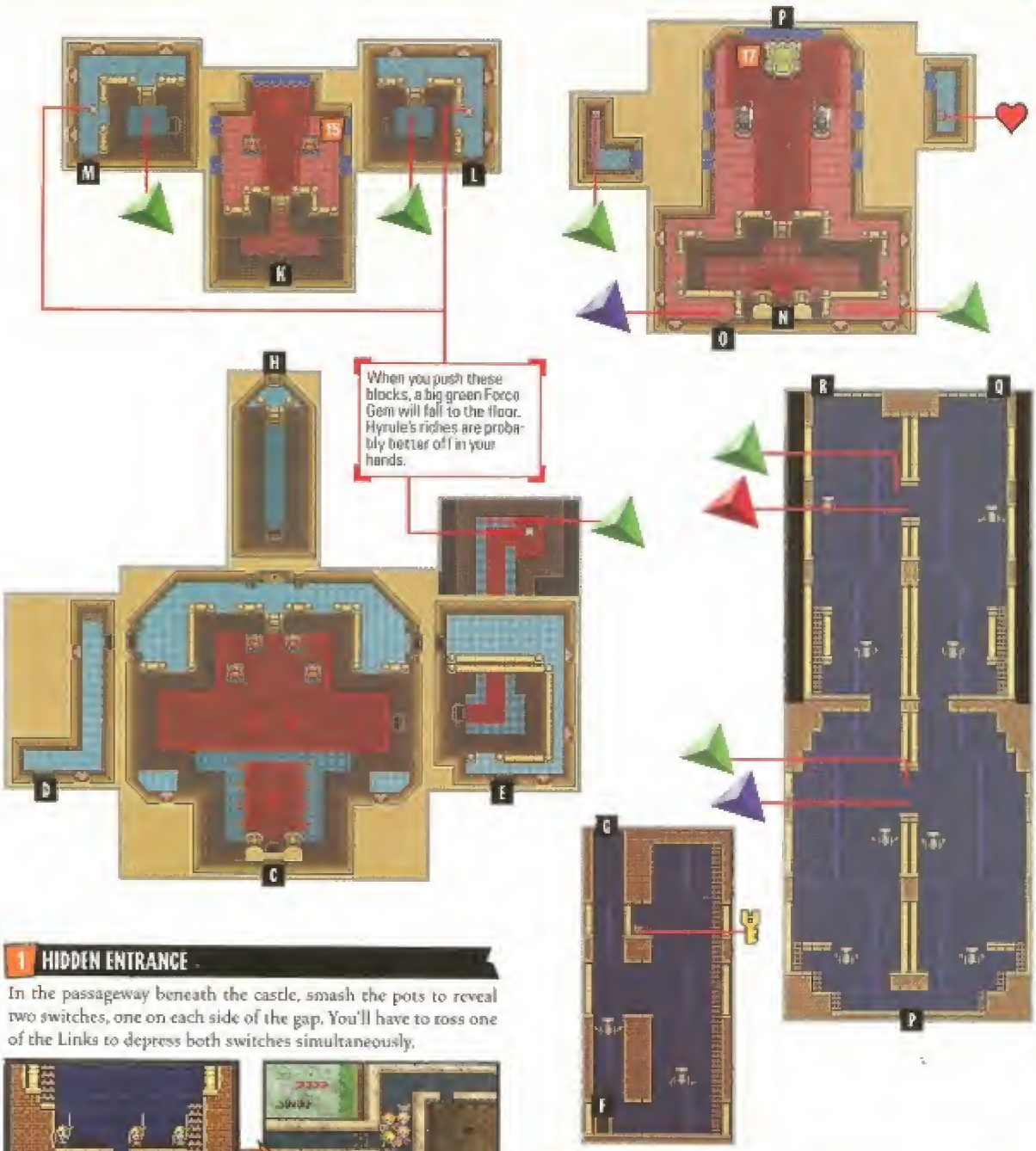
Shadow Link is quick on his feet—the best way to slow him down is to fire an arrow at him, or at one of his bombs if he's within the blast radius. The impact from the arrow or explosion will stun him momentarily, giving you an opportunity to move in for a sword strike.

After you score a couple of hits on Shadow Link, his tunic will change colors. Take control of the corresponding Link and resume your attack. The other Links can stun him, but they won't be able to dish out any damage.

HYRULE CASTLE

Hyrule Castle has fallen into the clutches of a mysterious evil power. Only he who possesses the Four Sword (in case you forgot, that would be you) can liberate the castle and free the maiden held captive within.





1 HIDDEN ENTRANCE

In the passageway beneath the castle, smash the pots to reveal two switches, one on each side of the gap. You'll have to toss one of the Links to depress both switches simultaneously.

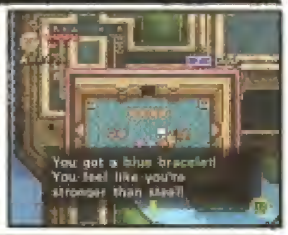
When you emerge on top of the castle wall, vanquish the bomb-throwing guard nearby, then push the right block north and the left block south. That will give you access to the crystal switch that opens the castle gate.

2 TWO LEVERS, TWO RESULTS

The lever to the left of the castle entrance will release two guards. The lever to the right is considerably more useful—it will open the door, granting you safe entry into the castle. We recommend the latter.

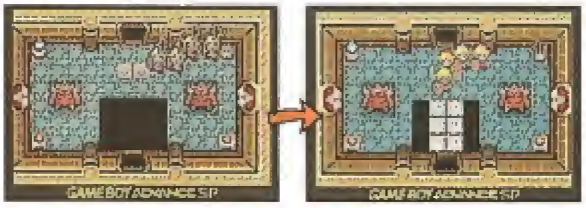
3 RANSACK THE GUARDHOUSE

Once you've entered the castle, head left and make your way to the guardhouse at point 3. Push the south block to open the door—inside you'll find a big green gem, a Blue Bracelet, a bow and a Fire Rod. Step on the switches for a big blue gem.



4 BOW BRIDGES

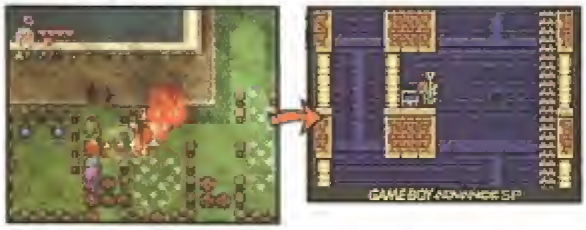
Head back inside the castle and proceed to the guardhouse at point 4. Enter through the back then fire an arrow through the front door to hit the crystal switch outside.



The switch will activate a bridge that spans the gap, allowing you to exit through the front door. If you took the Fire Rod in the previous guardhouse, you can pick up a bow in the upper right-hand corner here.

5 CASTLE MAINTENANCE

Drop from the ledge outside the guardhouse, open the treasure chests and pick up one of the bombs to your left.



Drop the bomb on the grass to light the lawn on fire and net yourself a few gems. Then drop another bomb next to the crack in the castle wall. Blast yourself from the cannon on the other side and land in the alcove to obtain a key.

6 FOUR VERSUS MANY

Use your newly acquired key to unlock the door in the main hall. Beyond the following passageway, you'll meet three guards. They're just the beginning of your troubles, unfortunately.

After you cut down the initial trio, you'll face an enemy that swings a giant spiked ball from a chain. The chain can't hurt you, so be sure to stay between him and the ball. Another two dozen or so guards will follow.

7 HE NEVER LEARNS

You'll run into Shadow Link again at point 7. As always, you can earn a big green Force Gem if you put your sword to him before he escapes.

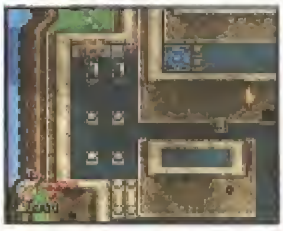
Separate red Link from the group and approach Shadow Link until he jumps away. Switch to green Link and walk along the south wall as you pursue your foe to avoid falling through a trapdoor. When the mischief maker jumps back, nail him with red Link.

8 BRING DOWN THAT WALL

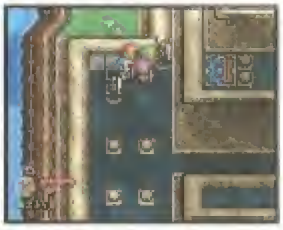
Get in the box or cross formation and execute a spin attack to light up all four crystal switches at the same time. Doing so will reveal a secret entrance in the north wall (or just tear part of it down, depending on how you look at it).

9 ONE PROBLEM, TWO SOLUTIONS

Beneath the far-right pot at point 9 you'll find a star-shaped floor switch. Step on it to open a lovely skylight in the adjacent roof. (Hyrule Castle's amenities are ahead of their time.)



There are two ways to proceed. While one of the Links is standing on the star-shaped switch, you can separate another from the group and head through the door to your right.



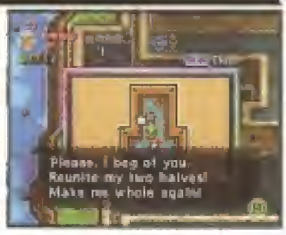
Alternatively, you can push one of the nearby statues on top of the switch so the foursome can proceed through the door together. That way none of them will get lonely.

10 WHICH SWITCH?

You'll find a switch to the left of the door at point 10 and another beneath the pots to the right. As with the levers in front of the castle gate, the right-hand switch will open the door and the left-hand switch will summon three guards.

11 GIRL, INTERRUPTED

On the other side of the door, you'll meet a peculiar creature who claims she's been cut in half. She says that's the reason she's so ugly, which seems to go without saying. Regardless, you'll have no choice but to take her with you.

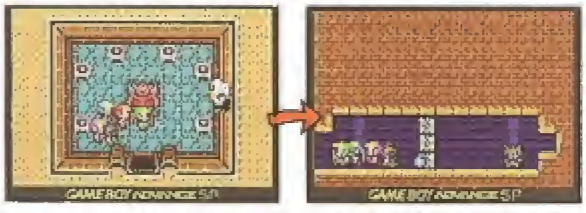


12 PULL TOGETHER

Exit with the cleft lass in tow and make your way to the lever at the right end of the castle wall. Wait for Shadow Link to stop pounding the ground, then slay the guards, line up in the wide formation and pull the lever to open a secret entrance.

13 REUNITED

You'll have four different items to choose from in the room at point 13. You can grab whichever one is your favorite in a moment, but you'll need the bomb to do a little job first.



In the next room, set a bomb next to the crack in the wall. The explosion will reveal a secret area where the other half of your follower is being held prisoner. Blow a hole in the wall to free her.

14 KINDNESS REAPS ITS REWARD

Lead your newly merged compatriot to the magical barrier at the center of the castle wall. The five of you will be spotted by enemy soldiers, but your friend will make quick work of them.

Just as things start to look hopeless, your grateful companion will reclaim her form as a Great Fairy and exterminate the guards with a magical rain of destruction. She'll then take care of the barrier blocking your way.

15 WHAT'S BEHIND THE CURTAIN?

Cut down the draperies on both sides of the room to uncover a pair of exits. Each of the adjacent rooms contains a guard and leads back to the top of the castle wall. It doesn't matter which way you go first.

16 STORM THE CASTLE

You must step on both sets of switches (though not simultaneously) to clear the obstacles from your path. In the next area, you'll be assaulted by a battalion of guards.

Defeat all of the guards to open the next door, then head inside, go up the stairs and double back through the door to your left. On the ledge outside, you'll find a treasure chest containing a big green Force Gem. To reach the Heart Container on the other ledge, you'll have to drop from the top of the wall after you follow the instructions below.

17 ASCEND TO THE THRONE

You'll find more secret doors behind the draperies in the throne room, including an exit behind the throne. Push the oversized chair out of the way then launch yourself from the cannons in the following room to reach the top of the castle.

BOSS PHANTOM GANON

Phantom Ganon will start out trying to slash at you with his blade. You won't be able to hurt him yet, so keep your distance and avoid his assault. Eventually he'll back away and hurl a green projectile at you. Hit it with your sword to send it back to him.

With swords pointing in all directions, the cross formation gives you the best opportunity to deflect Ganon's projectile. After a few volleys, the glowing green ball will connect with its master, sending him to his knees. That's your cue to run in and go to town on the would-be conqueror with your swords.

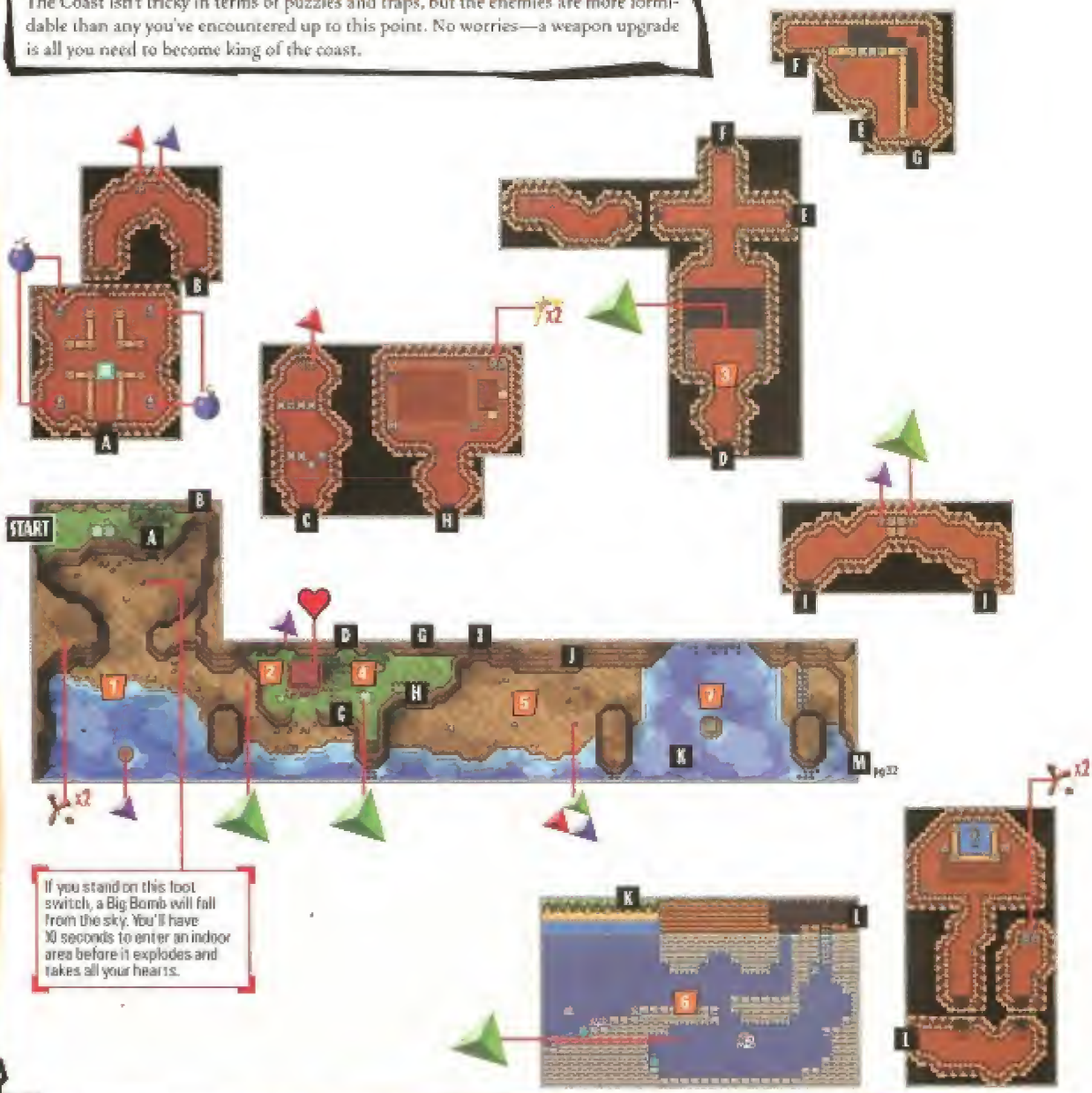
If one of Ganon's projectiles gets by you and hits the edge of the screen, it will burst into an array of smaller projectiles that spread across the battlefield. Move away from the impact point to give yourself more room to dodge them.

Eastern Hyrule

LEAVE BEHIND THE WORLD OF DANK CASTLES AND TRAVEL TO THE SHORE FOR SOME MUCH-NEEDED R & R. OF COURSE, YOU'LL PROBABLY BE TOO BUSY FIGHTING ENEMIES TO ENJOY IT.

THE COAST

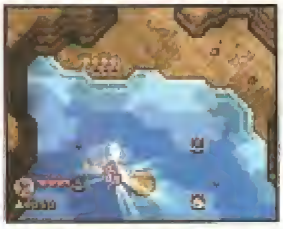
The Coast isn't tricky in terms of puzzles and traps, but the enemies are more formidable than any you've encountered up to this point. No worries—a weapon upgrade is all you need to become king of the coast.



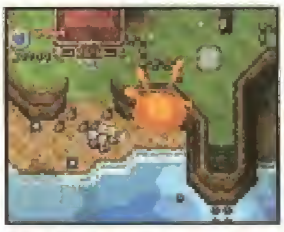
If you stand on this foot switch, a Big Bomb will fall from the sky. You'll have 10 seconds to enter an indoor area before it explodes and takes all your hearts.

1 MAKE A BEACHHEAD

Fall off the cliff where you start and walk south until you reach the shore. The cave on the left contains a pair of slingshots. Take one, then use it to attack the offshore Zoras.



Enter the wide formation and hold down A to charge the slingshot, then release it when a Zora pokes its head above water. When you eliminate them all, a chest will appear on the small island.



After dispatching the Zoras, go north and enter the small cave. Inside, push a block out of the way and grab some bombs—you'll need them to open walls later in the level.

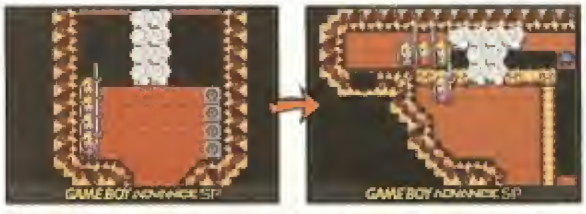
2 HOUSE PARTY

The house with a red roof contains a large woman who blocks your path. After you speak to the rotund one and her henpecked husband, leave the home and head for the other side.

Hit the shrub in the top left-hand corner to make a big green Force Gem fall, then use bombs to blow two holes in the wall to the north. The left-hand hole leads to treasure, and the right-hand one is your ticket to the house's rear entrance—after a bit of puzzle solving, that is.

3 SWITCHING THINGS UP A BIT

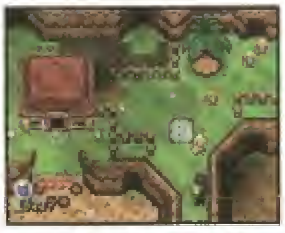
When you enter the cave at point D, you'll face an uncrossable gap. Bust the pots and stand on the right-hand set of foot switches for a big green Force Gem, then the left-hand set to create a bridge across the chasm.



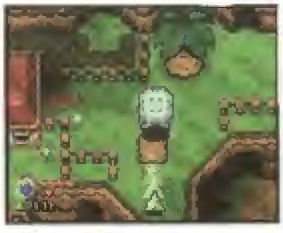
After traversing the bridge, go north until you find a four-way crossing. Bomb the western wall for a few small blue Force Gems, then break through the northern wall. Walk into the hole and step on the foot switch, then send one Link back to the crossing and have him bomb the eastern wall. Go through the new opening and step on a second foot switch to proceed.

4 WHO KNOWS WHAT EVIL LURKS IN THE HEARTS OF MEN?

Shadow Link is waiting beyond the cave. Take him out using individual Links, then grab a big green Force Gem. When you're done, enter the house and secure a Heart Container.



Run to Shadow Link and make him jump, then split one Link off from the others and approach your foe again. Switch to another Link as soon as he lands and strike him.



Oddly enough, the large green Force Gem under the boulder will run from you. Lift the stone from the top side to trap the gem in the corner.

5 SPELUNKING AND MONSTER-THUNKING

The blue critters on the shore are tough, but they'll cough up Force Gems when defeated. If you head west, you'll encounter a man who will teach you about formation shortcuts. He also has boomerangs, but you don't really need them—stick with the bombs so you can open caves at points I and J.

6 INTO THE DEEP

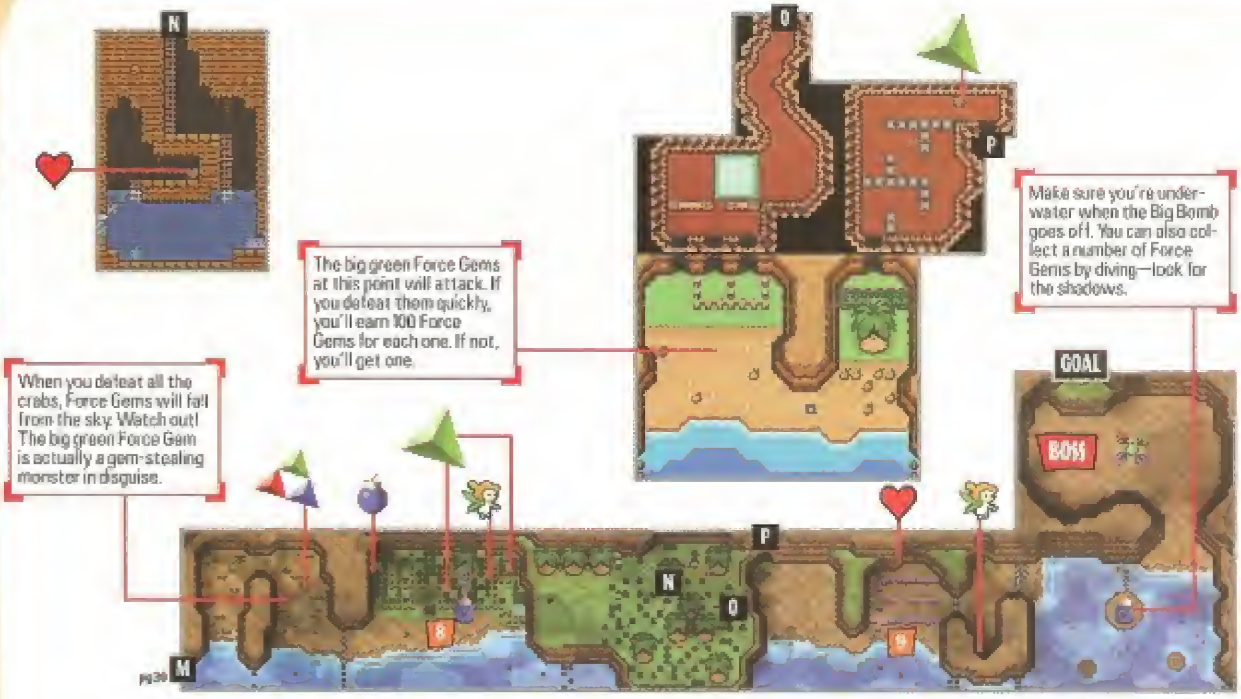
When you find a pool with a big switch in the middle, beware! Enter the whirlpool first and grab a slingshot so you can take on the Zoras that appear when you hit the switch.

You'll need to do a bit of sideways swimming to reach the slingshot. When you get it, take it to the Great Fairy in the cave accessed via point L. She will upgrade it to a level-two slingshot.

7 UNLEASH THE FURY

With your level-two slingshot in hand, return to the pool and step on the big switch. When a horde of Zoras appears, you'll be ready to lay down the law.

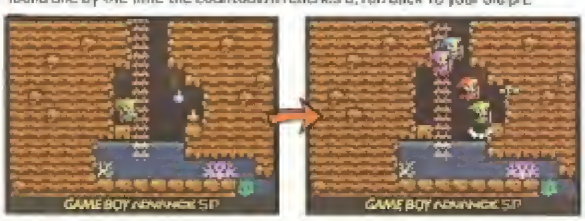
The long and wide formations let you launch more stones, but you'll be four times as vulnerable to the Zoras' attacks. You may want to eschew formations and have just one Link do the shooting.



8 THE BIG BOMB THEORY

Tired of having you escape his clutches, Shadow Link has accessed a never-ending supply of Big Bombs. You'll need to duck underground at 10-second intervals to survive.

The pits that lead underground are located under shrubs and patches of grass. As soon as a Big Bomb explodes, run up and look for a new pit. If you haven't found one by the time the countdown reaches 3, run back to your old pit.



One of the pits contains a pot and a ladder. Toss a bomb as you stand on the ledge across from the pot to release a Force Fairy, then nab the little lady by either leaping off the ladder or seperating and tossing one Link across the gap.

9 WAVE AFTER WAVE

Purple Octoroks look tough, but they're pushovers. Use the long and wide formations (depending on what direction you're facing) and raise shields when the Octoroks inflate. After they fire, run in and slash with your sword.

BOSS MANHANDLA

The boss of The Coast, Manhandla, is a big, four-clawed monster. Each claw is a different color, and you need to hit each claw with the Link that is the same color. The creature will move faster as each claw is struck, so the fourth Link must be very quick and agile.

If you strike a claw with the wrong-colored Link, all of the claws that you previously destroyed will regenerate. Remember that the switch-big order is always green, red, blue, purple—you don't want to switch to a Link while Manhandla is on top of him.

VILLAGE OF THE BLUE MAIDEN

There's trouble in the village—children are disappearing and the townsfolk are concerned. You'll have to enter a mysterious world with haunting music to find the wayward wee ones and restore harmony.

Where you see a red X on a map, dig to find Force Gems or a hole that leads to something special. You'll need to get the shovel first.

Pegasus Boots are a treasure hunter's friend. If you charge up the boots and run into a tree, it will sometimes drop a Force Gem or two.

Slash the shrubs on either side of the small pool to reveal foot switches. Step on all four at once to make chests appear on the far side of the pool.

Shadow Link appears twice—once here and once near the long house with a blue roof. Be ready to slash him and earn some major Force Gems.

1 JOIN THE DARK SIDE

As soon as you enter the village, your progress will come to a screeching halt. Stand in front of the T-shaped perch and press A to make Kaepora Gaebora appear and grant you succor.

The friendly owl will ask you to help the village. Go back to the old man at the gates and get a Moon Pearl from him, then carry it to the sparkling spot next to Kaepora's perch. It will automatically create a portal to the Dark World.

2 RACING FOR BOOTS

Go to the northwest section of town and look for a building with its entrance blocked by a large woman. Use the box formation to push her out of the way, then grab the Moon Pearl inside.

Drop the Moon Pearl on the sparkly patch to the south and enter the Dark World. Once there, you'll be challenged to a race. If you win, you'll receive a pair of Pegasus Boots. Strap them on and return to the Light World, then walk between the two buildings and hang a left to find a secret door. Inside you'll speak to the leader of the Seeker's Guild.

3 CUTTING IN LINE IS ALL THE RAGE

The Seeker's Guild leader will command that you gather clues about the missing children from four town denizens. The first is to the left of his house, but a line of shoppers blocks the way.

Use the Pegasus Boots to charge into the house and scatter the shoppers, then run under the woman in the pink dress to advance left. Speak to the man in green for your first clue.

4 FINDING FOUR CLUES

After the first clue, you'll need to track down three more. When you have them all, return to the Seeker leader and answer "The Maidens" when he asks a question—he'll give you a shovel.

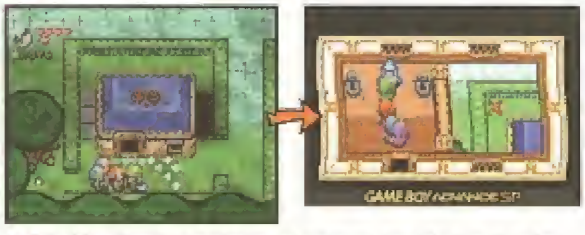
The second clue comes from a man in red who is standing south of the archery range. The third is from a man in blue standing by the long house with the blue roof. Find the final clue by heading east and looking for a house with an orange roof. Use the lamp to burn the stump and access the house. When you have the shovel, dig where X marks the spot on the map.

5 FIRE AN ARROW INTO THE AIR

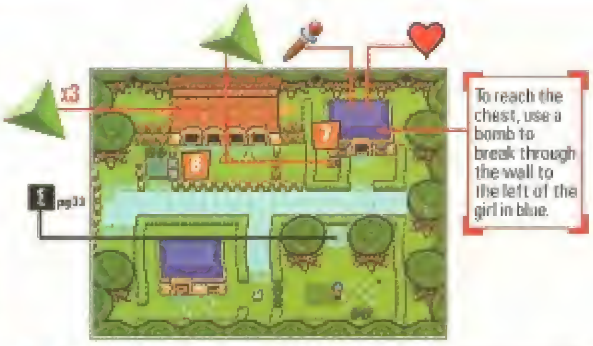
If you need a break from digging, go to the southwest portion of town and visit the archery range. You get only 10 arrows, but you can keep any Force Gems that you hit. Try not to hit the Octoroks—it just makes them angry.

6 IT'S A SECRET TO EVERYONE

After you shoot arrows and dig up the town, go to the house of pots and dig near the entrance. When you find a hole, drop in and visit the Dark World once again.



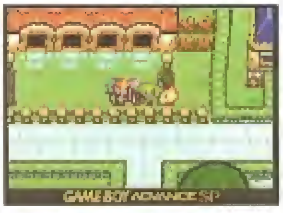
Grab the Moon Pearl by standing on four switches, then take it north to the shiny spot. Once in the Dark World, speak to the man in the house of pots, who will show you where to dig for a big purple Force Gem (in the Light World).



7 THE GIRLS OF YOUR DREAMS

In the Dark World you'll find a house with two girls inside. Each one will offer you an item, but you can take only one—once you choose, the second girl will rebuff you.

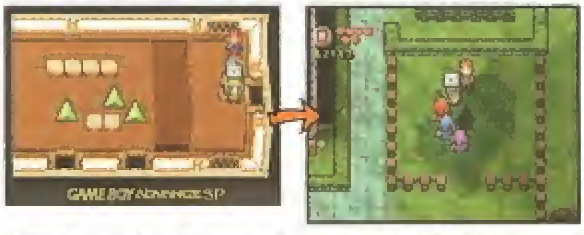
Since there are four Links, it's odd that the girls are so picky. But jealousy is an evil beast, and it ensures that you'll get only one item—a Fire Rod from the girl in red or a Heart Container from the girl in blue.



Everyone loves to play with a Fire Rod, but take the Heart Container anyway. You'll need to burn some stumps, though, so return to the Light World and get the lantern.

8 SPECIAL DELIVERY

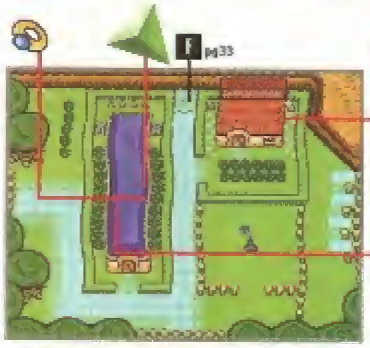
Back in the Dark World, torch the stumps to the right of the orange house and enter through the side door. A red-haired girl will give you a letter for her loved one.

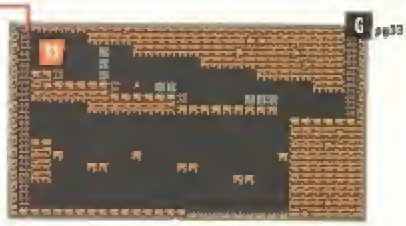


When you bring the letter to the girl's forlorn sweetheart, he will hand over the Roc's Feather. The new item will let you leap over chasms and strike at enemies from above.

9 THE LOVER'S LEAP

Go to the long, blue-roofed house and leap over the gap in the floor. Assume the wide formation and shove the casks out of the way, then speak to the mage to receive a magic book.

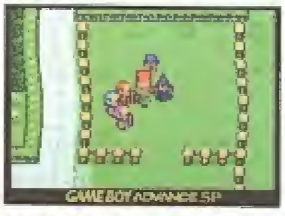




10 THE RUNAROUND

You need another Moon Pearl before you can return the book to its rightful owner—a witch-in-training named Iris. Head back to the archery range and to find the mage who bears a Moon Pearl. He hangs out in a small glen marked with fence posts—head south through the gap next to the man in red.

The mage will hand over the Moon Pearl without question. You'd think people would be stingier with enormous gems.



Take the Moon Pearl to the last shiny spot—to the upper-right of the long house. Enter the portal and speak to Iris. She will create a new house in the Light World when you hand over the book.

11 LINK THE CAVEMAN

Go back to the Light World and enter the newly created house. If you want, you can speak to the owners—who will shower you with flowery praise for your valiant efforts. When you're done basking in the glow, take the stairs in the northeast corner of the house. They lead to a secret underground passageway to enter the far eastern side of the village.

There are two ways to cross the passageway. The first is by using bombs to destroy the cracked walls that block your path. You'll need to toss a Link over the gap at the very end to proceed.

The second option is to use the Roc's Feather to leap over the gaps. If you use the feather, take the lower path. There's no real advantage to either method.

12 BEGONE, TINGLE!

On the other side of the passageway, you'll have to race Tingle for a large purple Force Gem. The four paths are about the same, so it won't matter which one you take.

If you want the floating big green Force Gem, you'll need a Roc's Feather. If you want the buried big purple Force Gem, you'll have to backtrack for a shovel.

BOSS SHADOW LINK

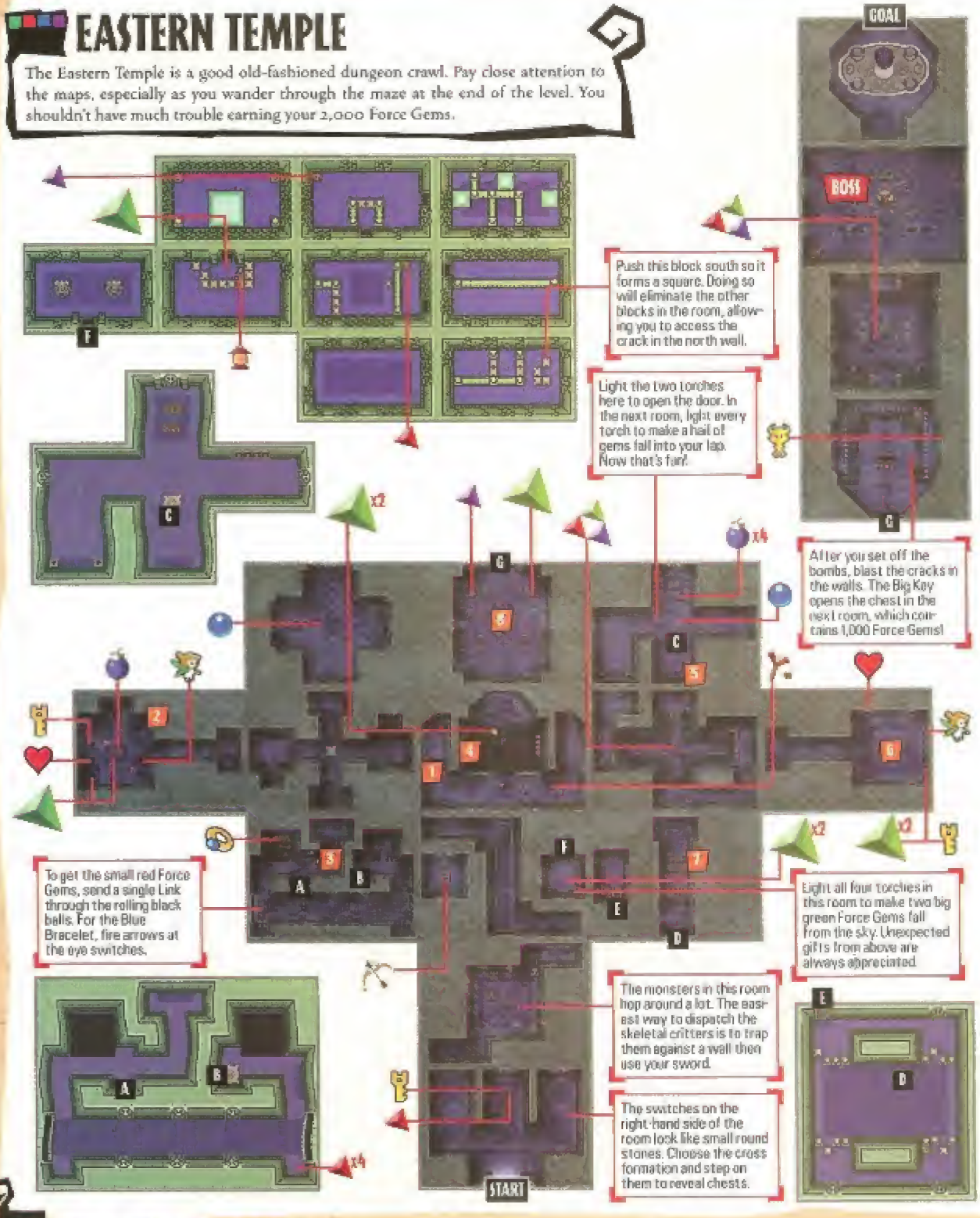
When you reach the end of the village, you'll find that Shadow Link is more than an annoyance—he's a full-fledged boss! You'll need to take down the mischievous copycat in a two-part fight. If you run low on hearts, cut the grass in the corners of the battlefield.

Shadow Link will split into two and start planting bombs. He will also flee for the Dark World if given the chance. Follow the Shadow Links wherever they go and press the attack. Slicing them with your sword is the only way to cause damage, but hitting them with an item (like a bomb or arrow) will stun them momentarily.

After you strike down the Shadow Links, they will reunite and take on a certain color. Break off the Link that matches the color of the boss and attack anew. The strategy is the same—use your sword to damage and items to stun. After a couple of strong blows, Shadow Link will fall.

EASTERN TEMPLE

The Eastern Temple is a good old-fashioned dungeon crawl. Pay close attention to the maps, especially as you wander through the maze at the end of the level. You shouldn't have much trouble earning your 2,000 Force Gems.



1 SWITCHES ARE THE PITS

When you reach the room with a large gap, grab the slingshot and step on hidden switches to open a door. Head left, then push the block out of your way and walk north.

You'll need to split up to hit all four switches. When you pass through the door, use the slingshot to strike two crystal switches and drop the spikes that block your path.

You'll meet a Wizzrobe in the north room. Wait for it to appear and cast a spell before you strike. When you get the Moon Pearl, walk south then push the block and head west.

2 HOLES

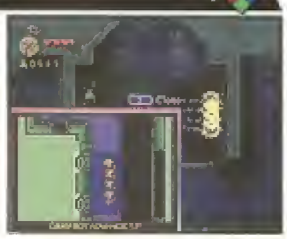
In the western room, drop down the holes to find a wide variety of treasure, including a big green Force Gem, a Force Fairy, a Heart Container and a Small Key. The topmost treasure chests contain a big green Force Gem and a Big Bomb.

3 PEARLS AND BOWS

Go back to the block and push it, then use the key on the door to the south. Go through and use the Moon Pearl, then enter the Dark World, move through the balls and step on the hidden switches. Enter the door that opens and grab a bow.

4 RETURN TO THE GAP

When you return to the room with the gap, walk north and cut through the vines to reveal a new room. Go inside and switch to the line formation, then charge your bow and fire through the hole on the right to create a bridge across the gap.



5 THE WIZARD BLIZZARD

In the room marked 5, you'll meet three Wizzrobes. Take out the fire-throwing mages by waiting for them to attack before you strike. When you defeat them and get a Moon Pearl, enter the Dark World and pull a switch, then return and grab some bombs.

6 ROLLIN' WITH THE HOMIES

In the room marked 6, you'll need to avoid the rolling balls. You can bomb six cracks in the wall. Open them all to find a Small Key, a Force Fairy, a Heart Container and a large stash of gems. When you're done, head west and then south.

7 RUN! RUN! OK, NOW WANDER AROUND.

In the south room, get in the wide formation, break pots then step on foot switches. When the ball comes, run and fall down the hole, then head upstairs and into the maze of rooms.

You'll need to bomb walls and slash ivy to find all the openings in the maze. Wherever you see a crack in the wall, set a bomb.

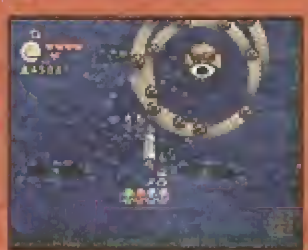
Continue through the maze until you find the lantern, then push the blocks and exit. Head back to the gap room, lighting torches as you go.

8 OUT TO GET YOU

Enter the room with the gap and light the torches to open the north door. In the next room, everything will come flying at you—hit the projectiles with your sword. If you want what's in the chests, open them before they go flying, too.

BOSS STONE ARRGHUS

The Eastern Temple boss, Stone Arrghus, is a large creature made up entirely of rocks. There is one main rock and numerous small ones, and each has a single eye. You'll need to fall down the holes and grab a new item if you hope to turn the boss into rubble.



As soon as the fight starts, drop down one of the holes near the middle of the room and grab a boomerang. When you emerge, use the boomerang to pull the small rocks to you, which will stun them. While they are befuddled, hit them with your sword.

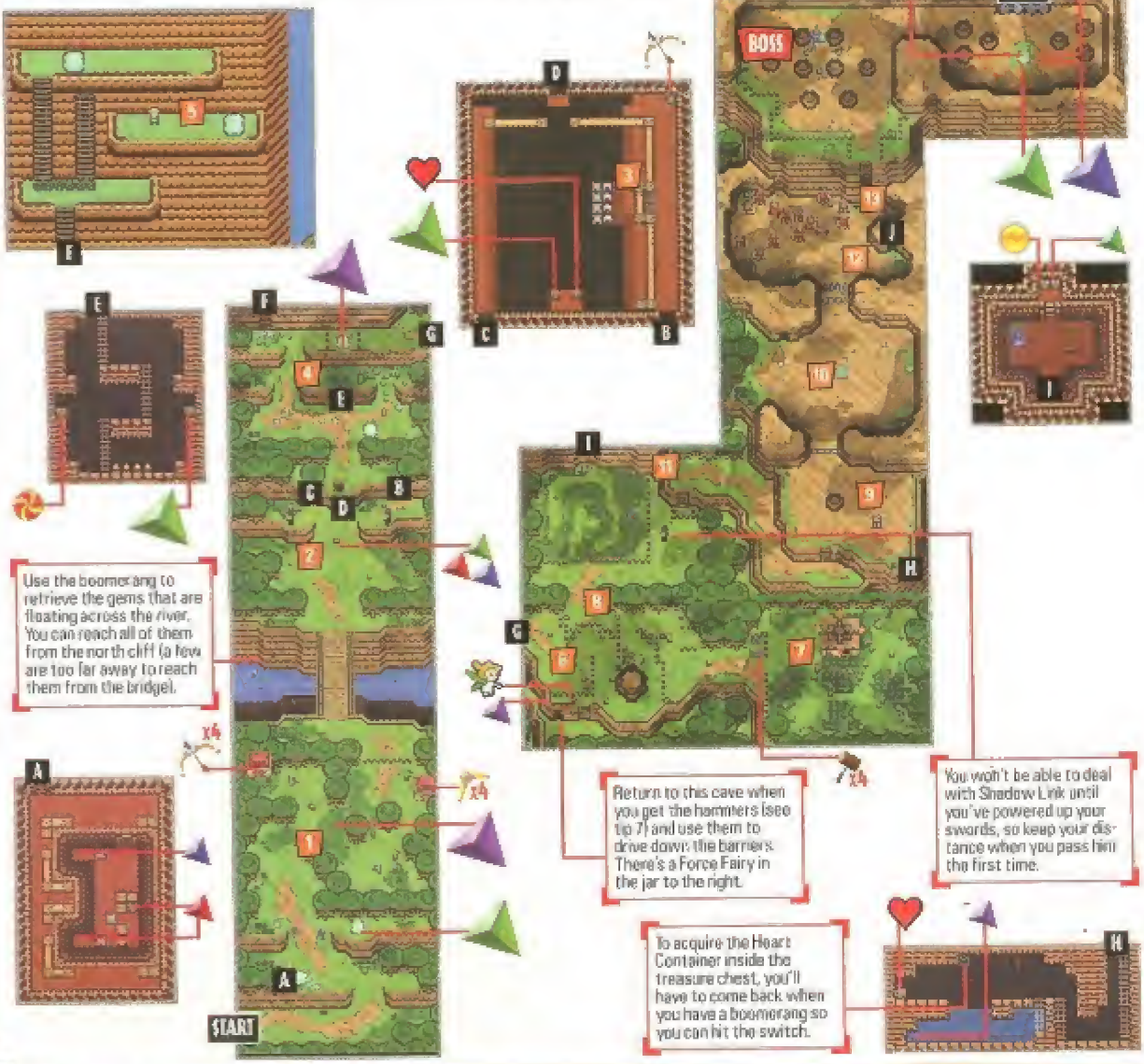
When all the small rocks are gone, the big rock will start skittering around the room. When it gets near you, hit it with your sword to freeze it, then continue whacking until it leaps into the air. When it does, get out of the way before it falls and creates a shockwave. Continue the pattern until it's no more.

Death Mountain

AS YOU MIGHT IMAGINE, DEATH MOUNTAIN ISN'T THE FRIENDLIEST PLACE IN HYRULE. WHY CAN'T ADVENTURES EVER TAKE PLACE ON HAPPY MOUNTAIN OR MOUNT ST. LOVELY?

DEATH MOUNTAIN FOOTHILLS

The "Death" moniker encompasses the entire mountain range, including the foothills. You'll encounter three Shadow Links, engage an army of cyclopes and ruthlessly butcher a group of creatures who pose the imminent threat of turning themselves into stone.



1 AMBUSH ON DEATH MOUNTAIN

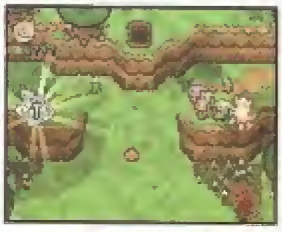
As you proceed north, be sure to pick up the large rocks and retrieve the Force Gems marked on the map. You'll run into a few soldiers, but the real trouble begins at point 1.

Archers will pop out of the grass and bushes as you approach. Face your shields toward any potential ambush points and line up in the long or wide formation to take out all of your foes at once.

You'll find four bows in the shed to the northwest. Grab them to even the odds as you continue through the wooded area. If you're quick on the draw, you can take out the archers from a distance rather than move in close with your sword.

2 DANGERS AND RICHES ON THE OTHER SIDE OF THE RIVER

Before you cross the bridge, stop by the other shed and pick up the boomerangs. You'll need them to snag the gems that are floating across the river and to deal with upcoming enemies.

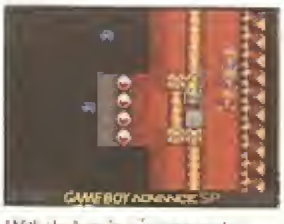


If you move quickly, you can take out both Shadow Links before they disappear. As always, each one will net you a big green Force Gem.

Stun the little green enemies with your boomerang before you try to hit them with your sword; otherwise, you'll get electrocuted. Once you've cleared the area, strike the rock in the center to make it spew gems.

3 UNDERGROUND PASSAGE

You can blow two holes in the side of the mountain by placing bombs at points B and C on the surface map. Head through the cave on your right first to procure the bow inside.



With the bow in your possession, smash the pots in the right-hand cave and step on the star-shaped switch beneath them with one of the Links.

Separate another Link from the group and head through the left-hand cave. Fire arrows at all four eye switches to make a walkway appear across the gap.

4 MR. BOMBASTIC

To get the most enjoyment out of the Bombos Medallion you'll retrieve in a moment, run to the first ledge and cut down the bushes without defeating any of the electric monsters.

Drop through the hole under the bushes, then smash the pots and step on all four switches to create a pair of walkways that lead to the treasure chests. Carry the Bombos Medallion back outside and throw it to start the fireworks.

5 FALLING DOWN THE MOUNTAIN (ON PURPOSE)

Climb the ladders to the mountain's peak, throw away the large rock and defeat the animated green Force Gem. From there, drop to the cliff where the old man is standing.

After you have a little chat with Grandpa, jump off the cliff from the point illustrated in the screenshot above. You'll land next to the large fenced-in rock.

Pick up the stone for a big purple Force Gem then make your way back to the elderly gentleman. Toss the rock nearby and drop from its location to land east of the fences.

6 HIT AND RUN

The creatures in the next area turn to stone temporarily when you strike them with your sword or arrows. They won't come after you aggressively, so simply freeze them in their tracks when necessary and be on your way.

7 MOBILE HOME

If you talk to the man inside the house, he'll brag that his home is both movable and fireproof (though he fails to explain why he's attached blowtorches to the roof).

Cut down the bushes and push or pull the house around to exterminate all of the poor, innocent creatures on the field. Your unimaginable cruelty will be rewarded with four Magic Hammers that appear on the pedestals nearby.

8 HAMMER TIME

Use your newly acquired mallets to drive in the posts at point 8. Before you proceed north, stop by the cave to the south to pick up a Force Fairy and a purple Force Gem (see map).

9 LINK VS. THE HINOX

The Hinox will throw rocks at you, but they're pretty easy to avoid. When you strike the beast, it'll charge at you with fists flying. Run behind the big rock nearby—the cyclops will stop chasing you when it runs into the boulder.

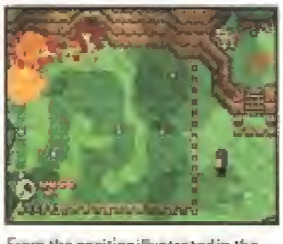
10 LINK VS. THREE HINOXES

Get in the box formation and step on the panel at point 10 to commence battle against three Hinoxes. There's nothing to hide behind like before, so you'll have to rely on evasive maneuvers.

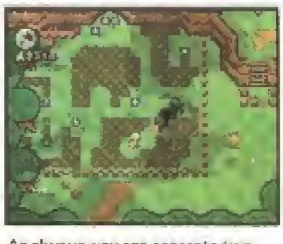
Naturally, the quicker you can dwindle your opponents' numbers, the better. You can do more damage by getting in a formation, or better yet, grabbing a bomb from the nearby cave and throwing it at them.

11 CHAIN REACTION

After slaving the Hinoxes, you should have the 2,000 gems required to power up your swords. Head back to point 11 to take care of Shadow Link.



From the position illustrated in the screenshot, fire your sword to ignite a bomb and set off a chain reaction across the entire field. Run around Shadow Link and collect the gems produced by the fire.



As always, you can separate two adjacent Links from the group to set a trap for Shadow Link. The bombs will have burned down the stump, so you'll be able to reach him when he jumps to the other side of the fence.

12 LINK VS. AN ARMY OF HINOXES

Fighting three of them at a time was manageable, but cleaving more than a dozen with your sword before you've been pummeled into dust may prove difficult.

Fortunately, you'll find an equalizer in the cave to your right. To learn the origin of the massive weapon you're about to wield, talk to the mage inside the cave.

Grab the Quake Medallion from the left treasure chest and throw it at the army of Hinoxes to literally turn them into jelly. Dispatch the jiggling piles of goo with your sword to eliminate the barriers in front of the ladder.

13 THE TERRIFYING MAZE OF DOOM!

The aforementioned ladder leads to Hebra's Hill by way of a mysterious dark vortex. We know it's scary, but there's no way around it. Be brave.

As you may recall, the "wise" old man on the cliff earlier told you that people who don't know where they're going get lost on Hebra's Hill before they reach the peak.

We can see how people might lose their way. To reach the top of the hill, you actually have to keep climbing the ladder instead of randomly wandering off to your left or right. It's very confusing.

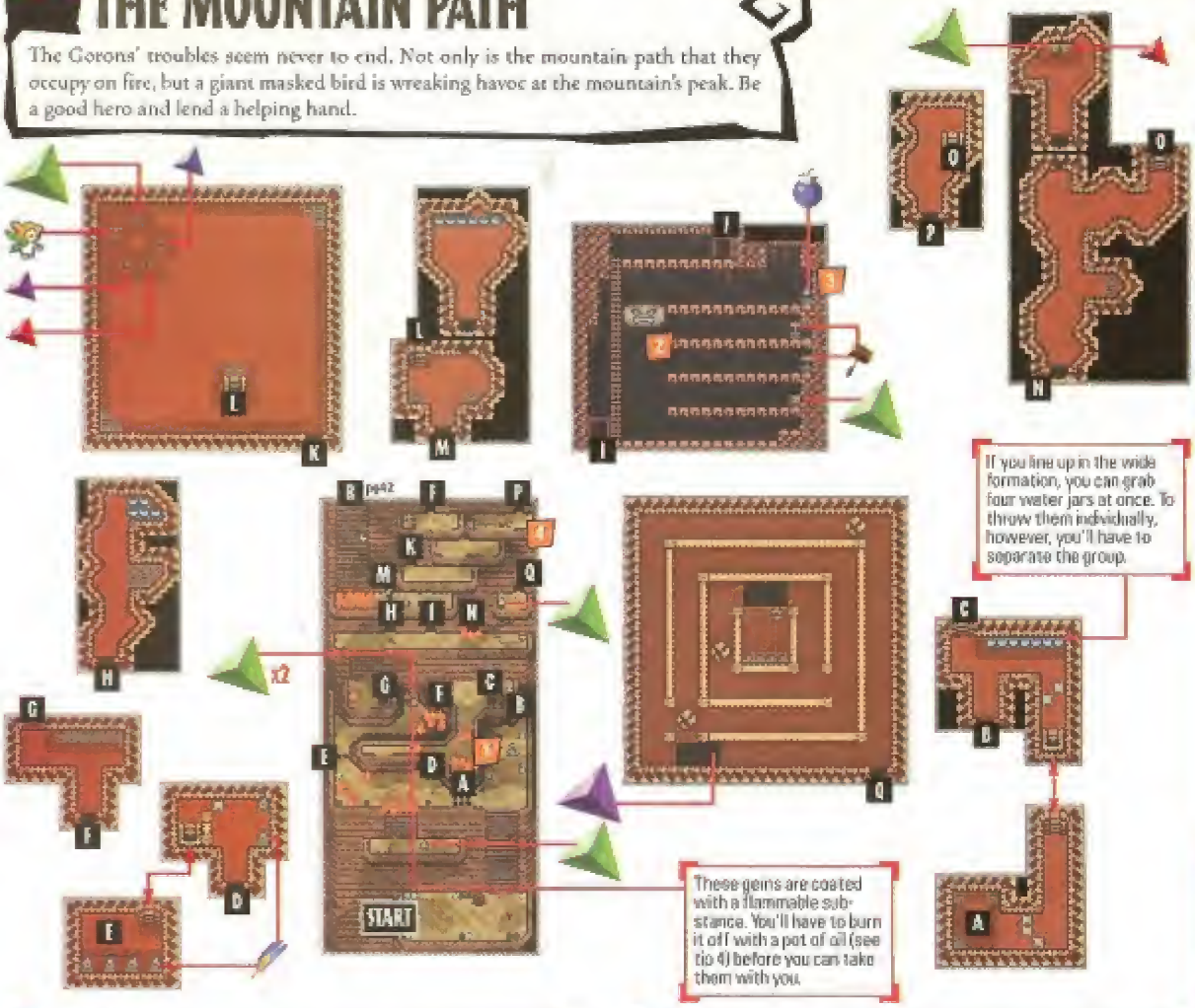
BOSS CHIEF SOLDIER

The Chief Soldier in the Death Mountain foothills has a few more troops at his side than the one at Lake Hylia, but the same strategies apply. Defeat the lesser foes first, then dodge the big guy's sword thrusts and hit him from the side or behind.

As you approach the Chief Soldier, his minions will crash through the mountain wall like so many Kool-Aid Men. The sudden rush of soldiers can be a bit intimidating, but you can make quick work of them with a few spin attacks from the box or cross formation.

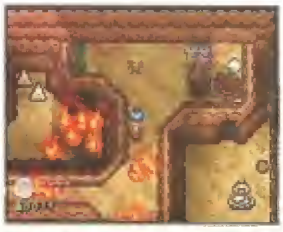
THE MOUNTAIN PATH

The Gorons' troubles seem never to end. Not only is the mountain path that they occupy on fire, but a giant masked bird is wreaking havoc at the mountain's peak. Be a good hero and lend a helping hand.



1 FIREFIGHTERS

Your primary objective is to douse the flames scattered across the mountain path. Head inside the cave at point B, grab some water jars and get to work.

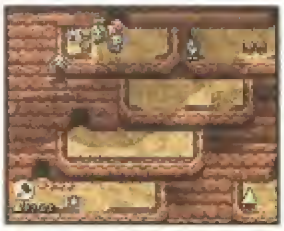


Continue putting out the fires until you reach the holes at point E. Drop through to obtain the Roc's Feathers, then make your way back to the surface and jump over the holes.

After you've extinguished all of the flames (and snagged the big green Force Gem from the cliff below), climb the ladder to continue your firefighting efforts in the next area.

2 CLIFFS AND CAVES

Enter the middle cave and stand on the grimacing rock. As it descends to the lower walkways, get off and grab the big green Force Gem, then ride the rock again to the Magic Hammers.



Once you procure the hammers, exit at the top of the cave and drive in the stakes so you can nab the purple gem. Pound the buttons in the cave two cliffs down for more goodies.

Descend to the cliff that has flames in front of the ladder, then pick up the bomb and run inside the cave. If you blast through the crack in the wall, you'll find more water jars.

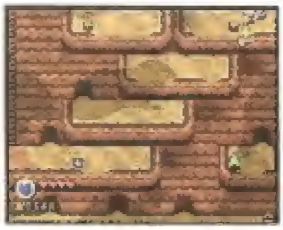
3 BOMB FOR GEMS

Drive in the stakes on the top-right cliff, then return to the grimacing rock with a single Link and retrieve the bomb from the top ledge. Use it to blast through a cracked wall in the cave marked N on the map.

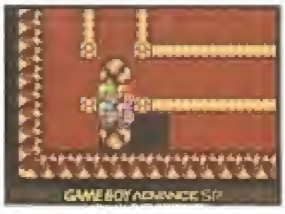
As you wait for the falling rocks to fill the gaps, use your powered-up boomerang to snag the gems that appear above and below you.

4 SPELUNKING FOR OIL

You're going to need some oil before you head up the ladder to the next area. Once you've extinguished all of the fires, climb back to the cliff in the upper right-hand corner.



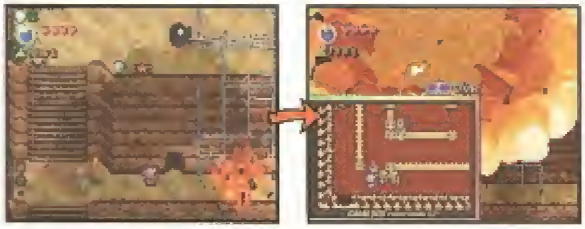
Jump off the ledge from as far right as possible. You'll land on the cliff below with the big green Force Gem. Grab the sparkling jewel and head inside the cave.



Get in the box formation and push the rock. When it falls in the gap, stand on top of it and push the second rock (see above). Proceed through the maze and push the third rock. Then pick up the four oil pots.

5 KABOOM!

With pots in hand, climb the ladder to the next area. The Goron inside the cave will tell you that he needs help lighting the fuses to the giant bombs that he set up outside.

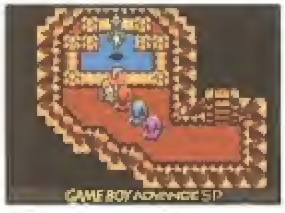


Toss one of your oil jars at the middle cluster of fuses and run back inside the cave. If you're outside when the bombs explode, it'll be game over. Save the far-right fuse for last and try to light it by itself.

6 SURVEY THE BLAST AREA

The far-right fuse will set off the white bomb, causing a bounty of Force Gems to spew from the ground. Run up to the cliff and grab them before Tingle beats you to 'em.

If you don't light the white bomb's fuse by itself, you may have to wait inside the cave for the other bombs to explode while Tingle steals all of your gems.

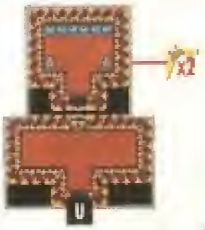


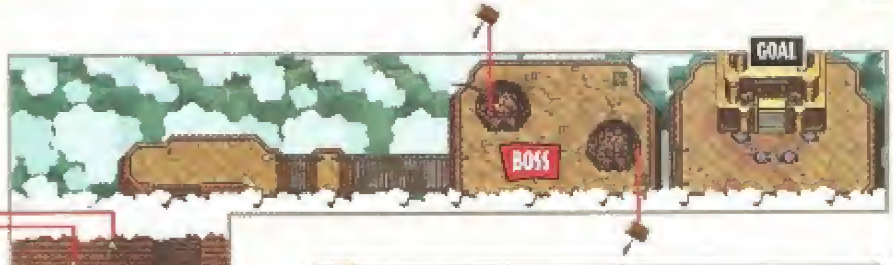
Pick up the boomerang in the cave, then drop through the hole created by the giant bombs. The fairy at the bottom will power up your boomerang and refill your heart meter.

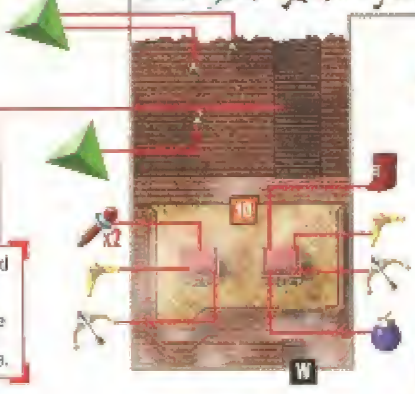
7 LINK'S MOVING COMPANY

Someone has built a home in front of a Goron's cave. Head inside the house and grab the hammer, then drive in the stakes surrounding the unwelcome abode.

Line up in the long formation and push the house so you can enter the cave. Inside you'll find some oil pots that you can use to burn the surrounding gems. Beneath one of the jewels is a hole containing a Blue Bracelet.







Hang on to your enhanced boomerang to nab the Force Gems as you're climbing this ladder. None of the other items in the houses will be of any use.

8 WHACK-A-GORON

Run around the flames and take out both Shadow Links quickly to score a pair of big green Force Gems. Afterward, charge your hammer, pound the ground and observe the mounds that appear.

If you charge your hammer and bring it down near one of the mounds, a Goron will pop out with a Force Gem or, in the case of the one near the bottom, a key. Unlock the door inside the cave and grab some water pots to put out the fires.

9 WHACK-A-GORON, PART TWO

Once you've doused all the flames, you can use your mighty hammer to scare up two more Gorons—one in the lower-left corner and another in the lower-right corner.

The Goron on the left has a Heart Container, and the one on the right has a big red Force Gem. Additionally, a hole beneath the right Goron leads to a Great Fairy. Grab the boomerang from the cave and take it to her.

10 FOUR ON FOUR

When you reach point 10, you'll face off against four bomb-dropping Shadow Links. Use your boomerang to stun the apparitions, then move in and fell them with your sword. Defeat all four (one may run inside) to open the way.

BOSS HELMAROC KING

As if a bird the size of a house weren't frightening enough in and of itself, the one you'll be fighting is wearing a creepy mask and drops boulders on you. Run inside one of the huts and grab a Magic Hammer—you'll need it to lay the proverbial smack down on the avian menace.

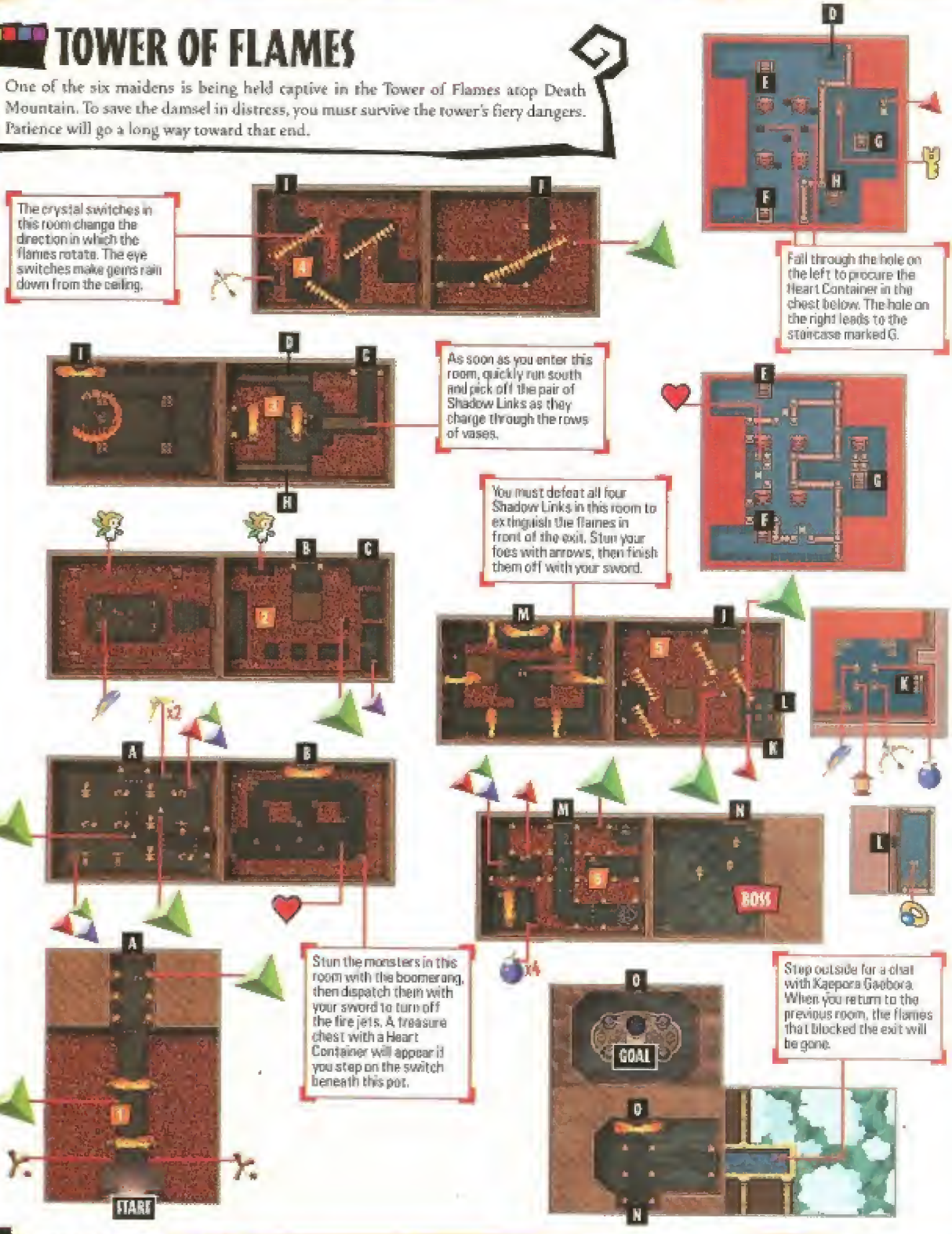
Pick up a Bomb Flower and watch the edges of the screen. If the bird flies high overhead, look for the shadows and dodge the falling rocks. If it swoops in low, toss the bomb at it and laugh maniacally as the feathered fiend crashes into one of the huts.

While the bird's head is stuck, run inside the hut and hit it with your hammer until your foe manages to dislodge its cranium from the wall. Head back outside and repeat the process until you knock off the scary mask.

With its face exposed, the Helmaroc King will swoop in low every time and attack you directly. Throw a bomb to ground your foe momentarily, then introduce it to your blades. (As always, more swords are better, so get in formation.)

TOWER OF FLAMES

One of the six maidens is being held captive in the Tower of Flames atop Death Mountain. To save the damsel in distress, you must survive the tower's fiery dangers. Patience will go a long way toward that end.



1 HOUNDS AFIRE

As you enter the Tower of Flames, wait for the fire to subside from the first statue on your left, then smash the pot and step on the floor switch underneath.

Grab the slingshots that appear after you step on the switch, and fire them at the crystals. The three closest to you will produce gems. The one farther away will disable the fire-breathing statues. Charge your slingshot to hit it.

2 SMASHING GOOD TIME

Before you proceed to the room at point 2, be sure to pick up the boomerang. You'll need the handy tool to smash pots and retrieve items from afar.

While you're standing on the moving platform, throw your boomerangs at the vases lined up across the north wall. It may seem like another senseless act of vandalism, but you'll be liberating a Force Fairy, so it's for the greater good.

In the next room, throw a Link across the gap, then regroup and use your boomerangs to destroy the pots. Push the statues onto the switches, hide behind them as various objects fly at you, then grab the Roc's Feathers that appear.

3 KEY UNDER THE MOUNTAIN

The key to the east door is in the underground area beneath the room. The pots marked D and H on the map conceal the holes that lead there.

Smash the pots between the fire-breathing statues, then get in the box formation and stand on the floor switches to deactivate the flames.

Leap across the gap and unlock the door. The enemy in the next room swings a flaming spiked ball. Jump inside the ring of fire and take him out with down-thrust attacks.

4 EYE SORE

Grab the bow in the lower left-hand corner of the room and fire arrows at the eye switches to earn some Force Gems.

5 TREASURE DETOUR

The moving platforms will carry you across the room, but watch out for the rows of fire. They're short enough that you should be able to move around them without changing their direction.

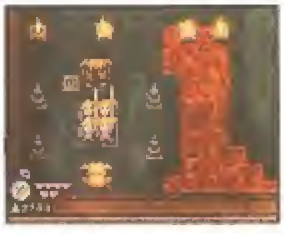
Ride the first moving platform to the pots in the lower-left corner and smash them to reveal four switches and a hole. Stand on all of the switches simultaneously to make a pair of treasure chests appear.

Drop through the hole and grab the bomb, then climb back up and blast a hole in the wall. Nab the bracelet on the other side, then drop through the hole again and pick up the Roc's Feather so you can reach the floating green Force Gem. Go back and grab the bow before you leave.

6 PREPARE FOR BATTLE

On your final stop before the boss, you can solicit some advice from a helpful (but clumsy) Goron and procure the necessary armaments.

Toss a Link to the platform on your right, then bring the group back together and toss him to the platform in the northeast corner. The Goron there will give you some helpful advice for dealing with the Dodongos.



Hurl one member of your party to the first platform on your left, then collect the treasures, step on the switch and regroup. Throw someone to the platform in the southwest corner, then regroup, smash the pots and step on the switches to make four bombs appear.

BOSS DODONGOS

The tower's maiden is guarded by three Dodongos. They don't pose much of a threat to your well-being since they move pretty slowly, but if you didn't talk to the Goron you might not know how to hurt them. Fortunately, we're here to compensate for such oversights.

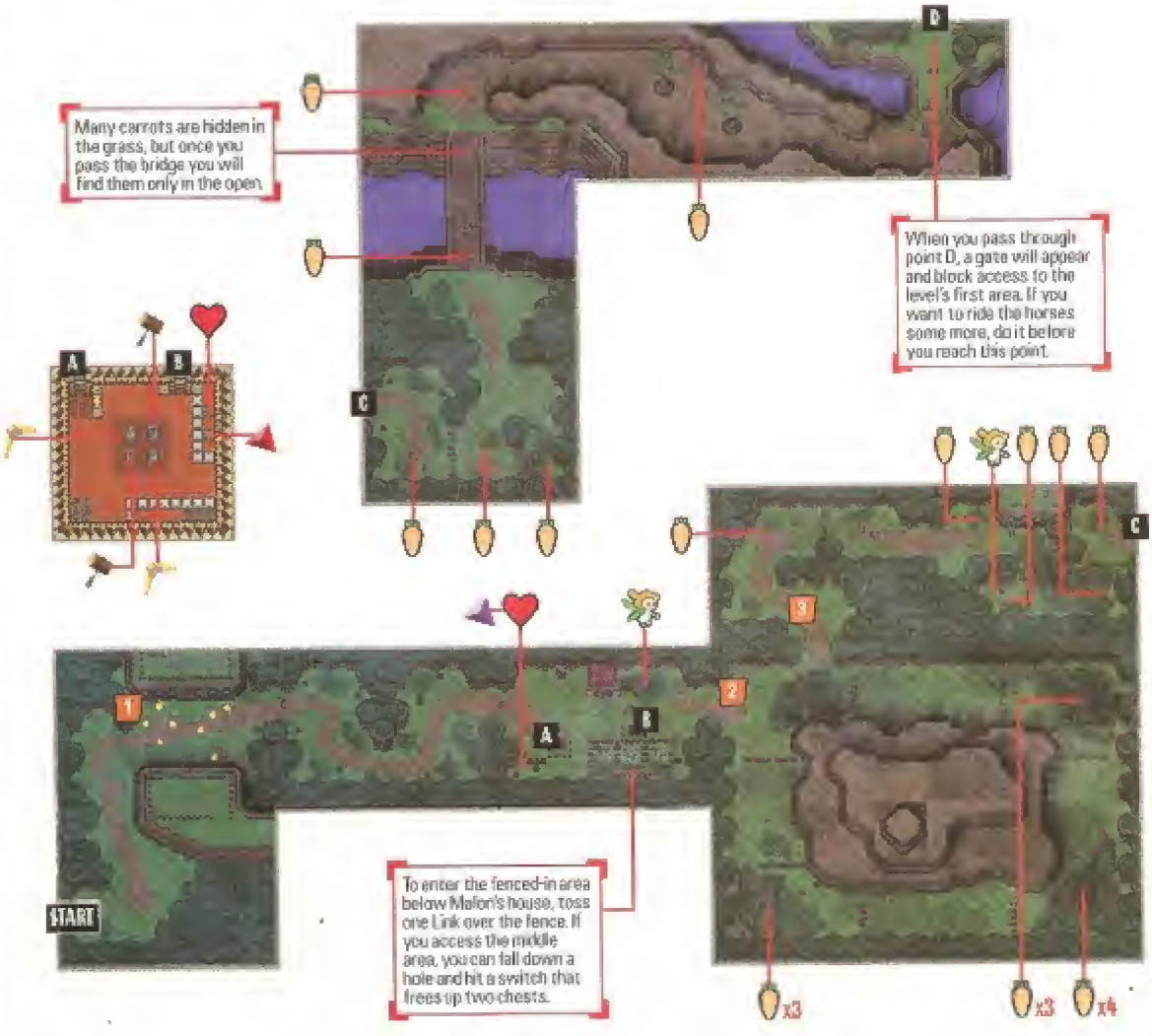
Your swords won't even put a ding in the Dodongos' hides, so you'll need to take a more explosive approach. When one of the creatures opens its mouth, quickly run up and drop a bomb in there before it starts breathing fire. Three bombs per Dodongo should do the trick.

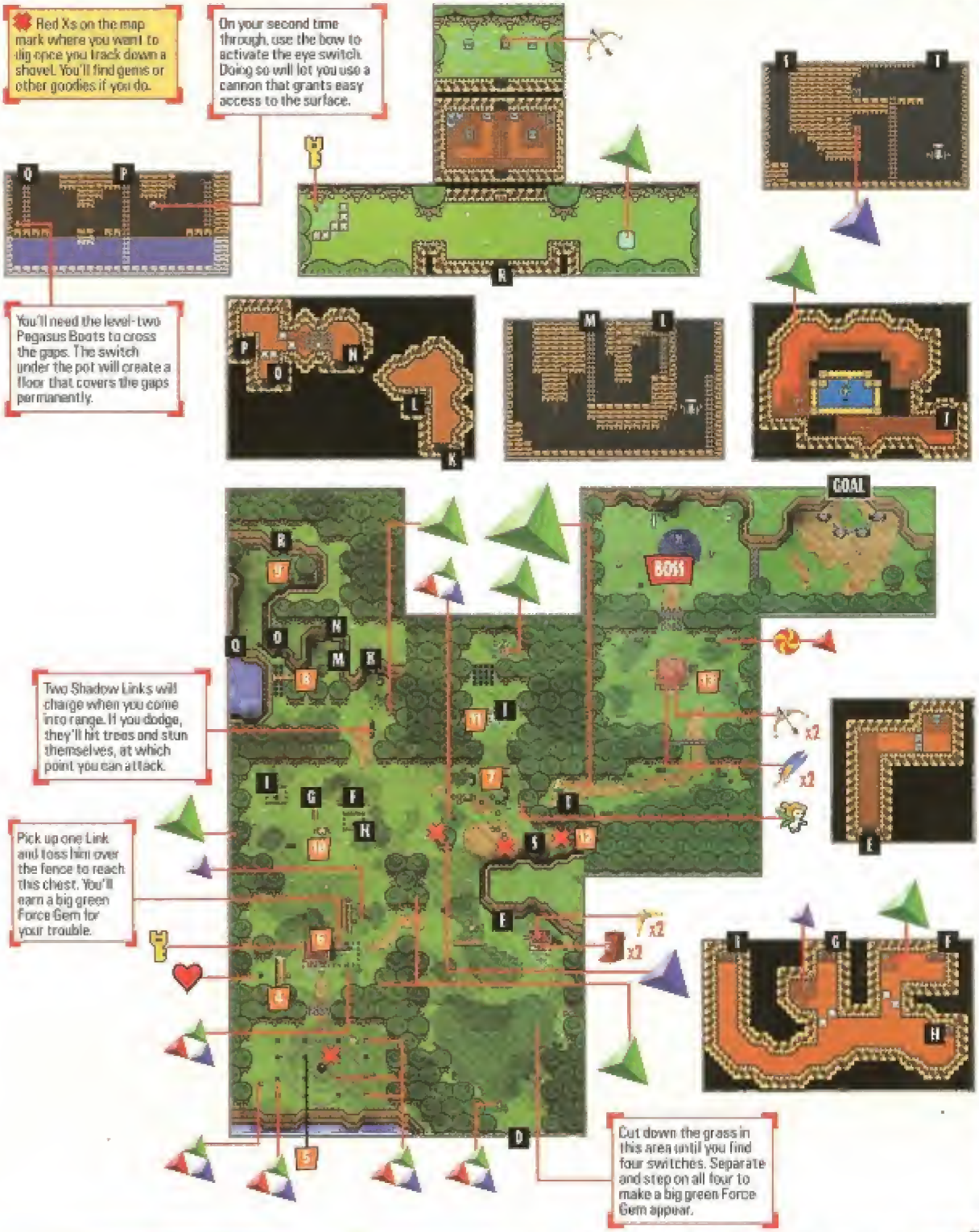
Near the Fields

GETTING OUT IN THE FRESH AIR IS AN ATTRACTIVE PROPOSITION AFTER DEATH MOUNTAIN. DON'T GET TOO EXCITED, HOWEVER—THERE'S STILL PLENTY OF HARD WORK TO BE DONE.

THE FIELD

The Field sounds like a relaxing vacation spot, but don't be fooled. Monsters roam the countryside, keeping the terrorized villagers behind locked doors. On the plus side, you get to ride horses. Yay! Everyone loves horsies!




Red Xs on the map mark where you want to dig once you track down a shovel. You'll find gems or other goodies if you do.
On your second time through, use the bow to activate the eye switch. Doing so will let you use a cannon that grants easy access to the surface.
You'll need the level-two Pegasus Boots to cross the gaps. The switch under the pot will create a floor that covers the gaps permanently.
Two Shadow Links will charge when you come into range. If you dodge, they'll hit trees and stun themselves, at which point you can attack.
Pick up one Link and toss him over the fence to reach this chest. You'll earn a big green Force Gem for your trouble.
Cut down the grass in this area until you find four switches. Separate and step on all four to make a big green Force Gem appear.
BOSS
GOAL
x2
x2
x2

1 MALON'S HEROES

When you enter The Field you'll meet Malon—a rancher's young daughter who wandered out and got lost. Your first task is to lead Malon back to her house in one piece.

Malon has only one heart, so do everything in your power to keep her from getting hit. When you move through cannon fire, use the wide formation to block the shots.

Enemy archers will leap from bushes and attack. As soon as one pops up, enter the wide or long formation (depending on where the archer is), and block his shot before you strike.

2 HORSE SENSE

In exchange for helping his daughter, Malon's dad will let you use his horses. Read the stone sign one screen right of Malon's house to receive a carrot, then toss the veggie to call the horses.

While mounted, you can mow down bushes and enemies with ease and leap over otherwise-impassable fences. You're invincible while on a horse, but it'll stick around only for a short time. If you want to keep riding, you'll need to find another carrot before the horses run off.

3 EAT YOUR VEGETABLES

Beginning at the point marked 3, you'll need to race through a number of grass-covered fields, collecting carrots as you go. Use the chance to mow down anyone in your way.

A full horse is a happy horse, so keep the carrots coming. If you get stuck, don't worry—the tasty treats will regenerate in short order.

4 YOU'RE A LUMBERJACK AND YOU'RE OK

Enter the long formation and use the power of four Links to move the log at point 4 out of the way. Any time you see a large log, use the wide or long formation either to move it or to pick it up. You'll often find switches and Force Gems when you do.

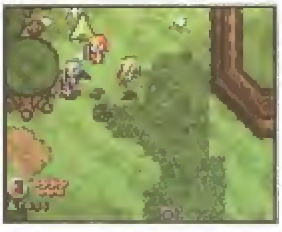
5 LONG FUSE FOR A BIG BOMB

As soon as you enter the screen with the large bomb, you'll be locked in. You must find and step on four switches (they're under bushes) to escape before the bomb goes off. Take advantage of the multiple Force Gem fountains before you go.

6 HEAD FOR THE SHED

The two fellows who live inside the house want to get rid of the one-eyed monsters roaming the landscape, but they won't offer much in the way of help.

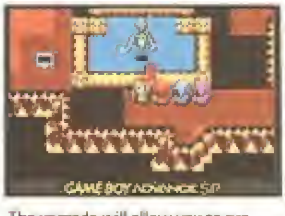
If you agree to help, the son will give you a Small Key that unlocks the storage shed to the east. The shed contains Pegasus Boots and a boomerang. Take the boots for now.



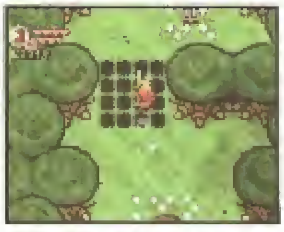
The Pegasus Boots have a useful feature. If you run at full speed and smash into a tree, it will sometimes kick out a Force Gem. Now that's a painful way to earn some cash.

7 BOOT-BOOSTING BOOGIE

Use the wide formation to pull up the large log on the screen north of the shed, then go north. Pick up a stone to find stairs, then follow them and have the fairy upgrade your Pegasus Boots.



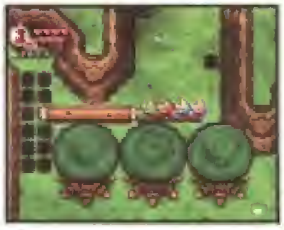
The upgrade will allow you to run over holes and large gaps. You can give it a try by running to the chest behind the fairy.



You'll also be able to access the chest north of the Great Fairy's hideout with your level-two boots.

8 CAVES AND LOGS AND HOLES, OH MY!

From the Great Fairy, head one screen south, one screen west and one screen north. Use the long formation to pull the log at point K, then enter the exposed cave.



When you exit the cave, use the wide formation to pull another log. Afterward, enter the cave to the north.

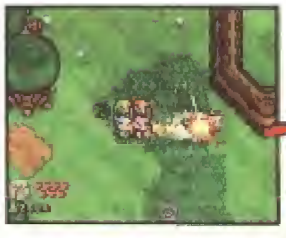
Place one Link on the star-shaped switch, then use a second Link and backtrack to point K. Run over the holes that the log covered previously, then enter the cave and push a block so all the Links can join you.

9 UPGRADE YOUR ARSENAL

On the other side of the cave, head north to a locked door. Move west and push blocks until you access a Small Key, then use it on the door. A bow is waiting for you on the other side.

10 ONE EYE FOR THE HUNTING GUY

It's time for a monster hunt! Use the bow to slay all three one-eyed monsters in the area—each will drop a big Force Gem when vanquished. After all three are no more, return to the house and exchange the bow for a shovel.

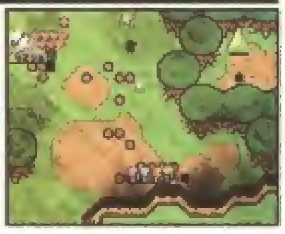


11 UPGRADE THE SHOVEL

Go back to the Great Fairy and upgrade your shovel—your new one will then make a noise when you are near treasure. Dig up all the spots marked with an X on the map, saving the X east of point S for your final dig.

12 WE HATES IT, TINGLE!

The passage that leads to the boss is on the east side of the screen below the fairy. Tingle will try to steal the huge green Force Gem each time you arrive. If you leave the screen before he takes it, it will still be there when you return.



13 WAVES OF ENEMIES

On your way to the boss battle, you'll have to fight three waves of enemies. When you reach the house, duck inside and exchange your shovel for a Roc's Feather.

Move carefully during the first wave—you'll need enough health to take on the others. The house will be destroyed during the second wave (two Ball & Chain Soldiers). Jump and press A to attack them from above.

After the second wave, slash the grass in the top right-hand corner until you find a hole. Drop into the hole and take a Bombos Medallion from the right-hand chest.

Toss the medallion as soon as you reach the surface to eliminate all your foes.

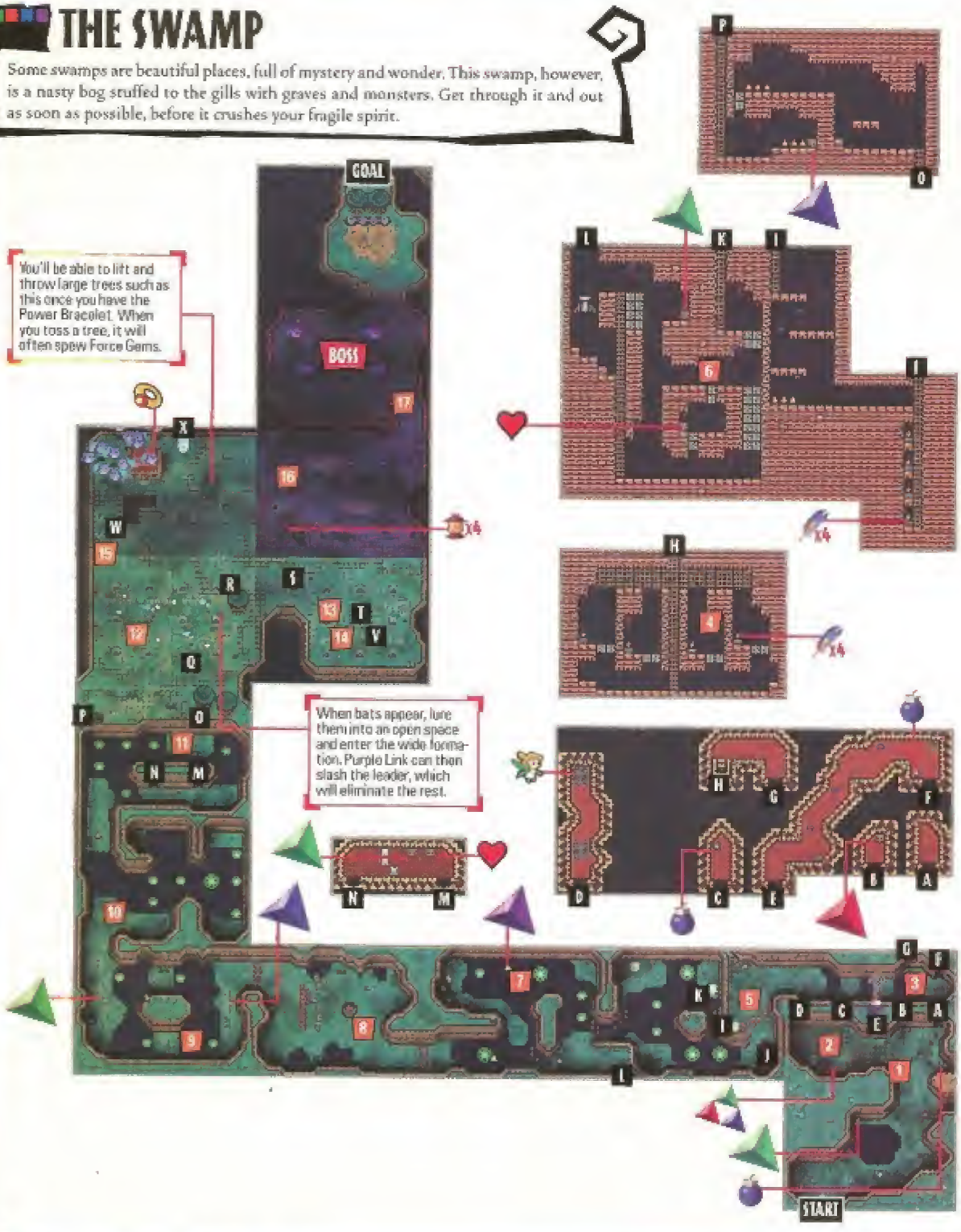
BOSS BIG DARK STALFOS

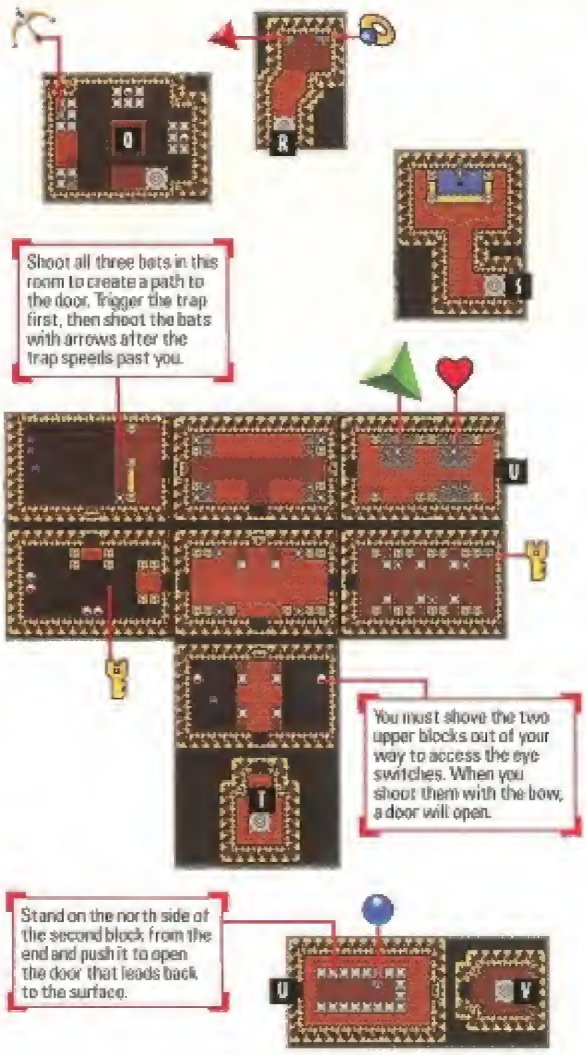
The Big Dark Stalfos is a large skeleton that wanders the Dark World. It has two minions in the Light World. Take them out to enter the Dark World and fight their master. Be careful! The skeleton can hurt you at any time—even while you're in the Light World.

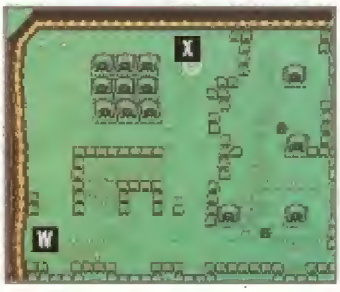
Get in front of the skeleton and wait for it to pull its sword back, then dash out of the way. The force of its swing will carry it past your position, at which point you should move in and hit it from behind. Don't get greedy—hit the boss once, then retreat and wait for it to make another charge.

THE SWAMP

Some swamps are beautiful places, full of mystery and wonder. This swamp, however, is a nasty bog stuffed to the gills with graves and monsters. Get through it and out as soon as possible, before it crushes your fragile spirit.







1 MOWING THE LAWN

Head north until you find Shadow Link tossing Big Bombs. There is one Bomb Flower on the right-hand side of the screen—you'll need it to move deeper into the swamp.

Pick a Bomb Flower and set it near the grass as soon as you enter the area. The Big Bombs will keep coming, but you'll be safe if you enter the cave.

When the bomb goes off it will start a fire that exposes a huge field of small green Force Gems. Grab them before the Big Bomb has a chance to regenerate.

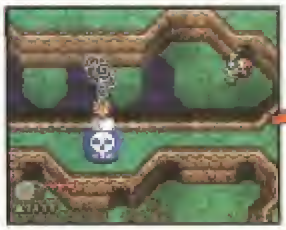
2 DEMOLITION MEN

Once you've cleared the flora, it's time to do some damage. Pick the Bomb Flower and use it to blast holes in the wall. Keep an eye on the Big Bomb timer—you don't want to mess with it.

Use the Bomb Flower to blow four holes in the northern wall. Consult the map on page 50—you'll want to place bombs at points B, C, D and E. Once you've collected all the treasure, use the door at point E to proceed.

3 THE MORE THINGS CHANGE . . .

So you thought you were done with the Big Bomb, eh? Well, the battle is still raging. After passing through the cave, you'll have to blow more holes in the next wall.



Pick the Bomb Flower at the cave's exit and place it at point G to create a new hole. The path will lead you through a twisting series of tunnels and on to a new item. Huzzah for adventure!

4 THE FOUR FEATHERS

When you reach the cave with many ladders, scoot across them until you can reach the Roc's Feather. Jump and attack to break the cracked rocks and exit the cave, then return to the surface (at point G) and move west by leaping over the poison water.

5 LEAPIN' LILIES!

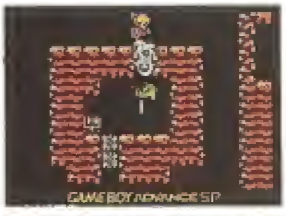
The Roc's Feather will let you soar to safety over the poison purple swamp, but it's not foolproof. You'll need to make sure, steady leaps to clear the ooze in one piece.

Don't jump while in formation. Have green Link lead the pack and concentrate on steering him toward the pad. Watch out for the bird on the island—it will swoop in and attack when you reach the third lily pad.

6 SMASHY SMASHY

The large stone on the far side of the lily pad-covered swamp leads to a cave. Once inside, you can use the Roc's Feather to smash some stones and earn mad treasure.

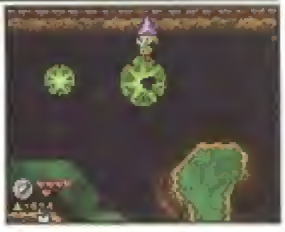
Break two sets of blocks to reach the cave floor, then walk left and climb a ladder. Smash a third set of blocks and leap to the chest to your right.



Next, fall down and aim to the right. You should land on a small rock structure in the middle of the cave. Jump and attack the blocks again to access a chest with a Heart Container inside.

7 FORCE GEMS ARE OUTRAGEOUS

There is a floating Force Gem above a moving lily pad. The gem changes from green to purple, and you want it while it's purple. Look for the gem to flash—it will flash three times on green, then change to purple for one flash.



8 BOULDERDASH

When you engage a large knight and his lackeys, enter the box formation and use the boulder for cover. Circle the rock and strike the smaller foes first, then turn your attention to the big fellow—wait for him to charge and miss before you attack.

9 LINK HEADS SKYWARD

The lily pads in the area marked 9 have Zoras beneath them. Step on the pads and wait for the Zoras to pop out of the water and send you flying, then steer for land.

The pads will shake for a moment when the Zora is ready to appear. When you reach the eastern shore, cut the bushes and find two switches, then station Links on both.

Go to the northern island and trigger two more switches to make two big Force Gems (one green and one purple) drop from the sky. Gather them up, then head north.

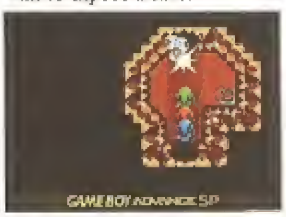
10 MARSH MADNESS

There aren't enough lily pads to let you reach the other side, but you can create more. Cut the grass to the right of the first pad to find a switch, then place a Link on it.

There are three more switches—one each in the top and bottom left-hand corners and one on the small patch of land to the north. When you have a Link on all four switches, the pads will rise permanently and let you move on.

11 CAVERN CONUNDRUMS

Head northeast by jumping across lily pads. When you reach the middle section, pick a Bomb Flower and plant it on the northern wall to expose a cave.



The new cave is little more than a passageway, but you must clear rubble to make it useful. Pick a new Bomb Flower and take it inside the cave. Move quickly, or the flower will detonate.

Before you move on, venture south and into another cave, where a treasure chest awaits. You'll need to enter the cave from the eastern side.

12 THEM BONES

When you reach the graveyard, it's time to hassle the dead. Push the third headstone in the first row, then the fourth headstone in the fourth row. You'll reveal holes that lead to treasure.

13 THE SECRET ROOM OF TRICKERY

The pit under the headstone in the first row leads to a complicated puzzle. Good thing the video game pros from Nintendo Power are on your side.

Jump to the left-hand side of the room, then leap and attack the block near the vase. The vibrations will shatter the vase and reveal a switch. Press it to drop the barriers that surround the bow, then grab the weapon and shoot both eye switches. Escape the hole by stepping into the teleportation pad in the lower right-hand corner.

14 MAZES AND MONSTERS

Head for the eastern side of the graveyard, pushing stones as you go. When you reach an area with multiple headstones, get ready—most of them will come flying at you.

Push the headstone that didn't attack you to reveal a cave. Enter the darkness and proceed through a short maze, using your bow to shoot the multiple eye switches. (You'll sometimes need to shove a block out of the way to reach a switch.) Your main concern in the maze is to avoid the bladed traps. Move near them to send them flying across the room, then run past when they reset.

15 SHEDDING LIGHT ON THE SITUATION

When you get a Moon Pearl from the end of the maze, take it up and around the graveyard to the shiny spot next to the pool of poison water.

The portal to the Dark World will let you bypass the swampy goo. There's nothing else to do in the Dark World, so leave as soon as you hit the other side.

Back in the Light World, immediately walk south and chop down four bushes to reveal switches. Place a Link on each one to light the torches and dispel the ghosts.

16 ALONE IN THE DARK

Get the Power Bracelet from Dampé's house, then pick up the tree next to the ghost girl and follow the path. You'll end up in a dark and scary place.

Spotlights are on the lookout. You can avoid them, but it's better to enter one and slash the ghosts that appear—they're weak, and you don't need to move in the dark.

Use the cross formation to take out the ghosts—the spotlight will follow you. Move to the southwest corner of the darkened graveyard and grab a lamp.

17 A THOUSAND POINTS OF LIGHT

Take the path in the northeast corner and look for a star-shaped switch. Step on it then separate and place one Link on each of the other three switches. When all four switches are depressed, the boss will emerge.

BOSS BIG POE

Big Poe is a huge ghost with an unfortunate weak spot—it's vulnerable in the light. Turn the creature's unhappy circumstance into your advantage by shedding light on the battle. This is one of the easiest fights in the game if you know what to do.

Split the Links and leave three of them stationed on the star-shaped switches. Doing so will give you the maximum amount of light possible. Once everyone is in place, send the remaining Link after the Big Poe. When it floats into a pool of light, slash it with your sword.

The boss will release smaller enemies when you land a strike. Hit them if they come close, but don't worry about chasing them down. Focus all your attention on the Big Poe and hit it whenever it enters the light. After five hits, the creature will explode.

INFILTRATION OF HYRULE CASTLE

Get ready for some spotlight-dodging action! Hyrule Castle's defense system is drawn to loud noises, so you'll need to move like a thief in the night. And hey, while you're in a thief mindset, take a few items from the castle basement.

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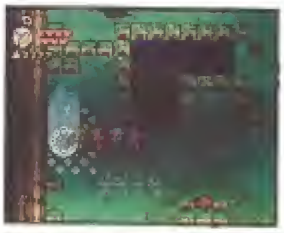

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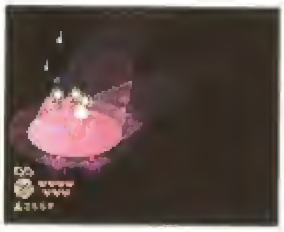
Spotlights are on the lookout. You can avoid them, but it's better to enter one and slash the ghosts that appear—they're weak, and you don't need to move in the dark.



Use the cross formation to take out the ghosts—the spotlight will follow you. Move to the southwest corner of the darkened graveyard and grab a lamp.

17 A THOUSAND POINTS OF LIGHT

Take the path in the northeast corner and look for a star-shaped switch. Step on it then separate and place one Link on each of the other three switches. When all four switches are depressed, the boss will emerge.

BOSS BIG POE

Big Poe is a huge ghost with an unfortunate weak spot—it's vulnerable in the light. Turn the creature's unhappy circumstance into your advantage by shedding light on the battle. This is one of the easiest fights in the game if you know what to do.

Split the Links and leave three of them stationed on the star-shaped switches. Doing so will give you the maximum amount of light possible. Once everyone is in place, send the remaining Link after the Big Poe. When it floats into a pool of light, slash it with your sword.

The boss will release smaller enemies when you land a strike. Hit them if they come close, but don't worry about chasing them down. Focus all your attention on the Big Poe and hit it whenever it enters the light. After five hits, the creature will explode.

INFILTRATION OF HYRULE CASTLE

Get ready for some spotlight-dodging action! Hyrule Castle's defense system is drawn to loud noises, so you'll need to move like a thief in the night. And hey, while you're in a thief mindset, take a few items from the castle basement.

1 STOCK UP ON TREASURE

The grounds leading up to Hyrule Castle are well-manicured, but you can still find a few bushes to slash. After you gain some goodies, it'll be time to get thrown in the clink.

Cut all the bushes in the first area. Doing so will cause a few small red and purple Force Gems to fall into your lap.

When you approach the castle wall, you'll see a large spotlight. Smash the pots near the wall to attract its attention—you'll end up in prison.

2 CRIME DOES PAY!

Spending a night in the slammer doesn't seem like a cheerful proposition, but most jails aren't stocked with Force Gems and boomerangs. Hooray for Hyrule!

Bust the pot in your cell to expose a hole, then enter it and head for the lockup next door. When you arrive, grab the boomerang and return to your own cozy cell.

Stand at the cell door and use the boomerang on the pots to get a key, then assume the wide formation and boomerang the pots in the third cell. You can get a hammer there.

3 EXTRA GOODIES, EXTRA RISK

Leave the jail and bear left, being careful to stay out of the searchlights. You can find extra Force Gems by breaking pots, but the noise will attract unwanted attention. When you enter the moat, dive underwater to find more gems.

4 FINDING THE FLOOR

Shoot arrows to strike the eye switches, and use the resulting light to reach the chests. It seems that the switches make the floor appear, but that's not the case—they just show you where it is. You can stand on the floor even when it's not lit.

5 GOING YARD

The Hyrule Castle basement has been fun and all, but it's time to leave—at least for the moment. Head into the backyard and grab a new item, then return to the basement for an encore.

In the room past the eye switches, fire arrows through the burning torches to light the unlit ones. When they are afire, a bridge will appear. Cross it and head south.

Move through the yard and avoid the searchlights. When you get the Small Key, take it back to the room where the bridge is and open the northeast door to find lamps.

6 FOUR ON A MATCH

Take lamps from the room in the northeast corner of the bridge room, then use the cross formation to light the four dead torches. Your brave actions will open the north door. Walk through and light two more torches to access the boss.

BOSS BIG POE

The boss is another Big Poe, but it is more formidable than the one who resided in The Swamp. The ghost's lamp creates a big spotlight—and if you're caught in the light the boss will blow you around the room. The room is full of spiked balls, so you should avoid the light at all costs.

Split up your Links and send one to each torch, or keep the Links together and run from torch to torch—both methods work well. Use your lamp to light all four torches (which will cause the Big Poe to materialize), then run to the boss and hit it with your sword.

After you strike the phantom, it will suck you into its belly—where a small green critter lives. Attack the new foe with all four Links, using the box or long formation. After a few hits, the ghost will spit you out and you'll start the fight anew. Three or four rounds should fell the Big Poe.

The Dark World

YOU MAY HAVE PURGED THE EVIL FROM HYRULE CASTLE, BUT A DARK POWER IS RAPIDLY SPREADING THROUGHOUT THE LAND. TREAD CAREFULLY, YOUNG ADVENTURERS.

LOST WOODS

The Lost Woods was once a bright and cheery place, but it has recently fallen into darkness. Only the native Deku Scrubs dare inhabit it now. They speak of a master more powerful than even the wind sorcerer, Vaati.

1 BAT DOWN THE BATS

As you head into the forest, a Keese swarm will begin to circle you. You can either move slowly and wait for the pests to get out of the way, or get in the wide formation and hit the red bat when it passes to your right.

2 WATCH THE HANDS!

Throughout the forest, you'll encounter those electrified green creatures, as well as some Floor Masters that will try to pull you into the Dark World.

Don't stop to deal with the green creatures (without arrows, you won't be able to defeat them anyway). Just head south as quickly as possible.

If one of the hands does manage to grab you (way to go, Mr. Lollygagger), you'll have to make your way to the portal. Watch out for the moving obstacles along the way.

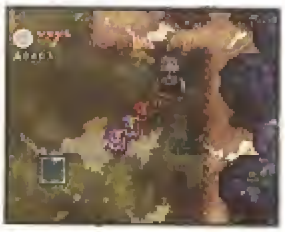
3 SHADOW LINK DETOUR

Take the next right to point three and immediately move as far north as possible to dodge the pair of Shadow Links that charges at you. Hit them while they're dizzy to garner two big green Force Gems, then turn around and continue south.

4 SOUTHERN SKIRMISH

When you reach point 4, set up an ambush to dispatch another Shadow Link, then get in the box formation and stand on the large floor panel.

After you step on the panel, immediately move to your left or right. Three Wizzrobes will appear and start shooting flames at you. Attack them from the sides or behind.



Once you defeat all three mages, pick up the key that falls from the sky and use it to unlock the door inside the skull chamber. Grab the Roc's Feather and head north.

5 LIKE CANDY FROM A BABY

Jump over the holes to your right and continue to point 5. You'll come across yet another Shadow Link—ambush him to take his big green Force Gem.

Those silly Shadow Links never seem to catch on. It raises the question: are soulless doppelgangers capable of learning? The world may never know.

When you're finished pondering the mental faculties of your ethereal look-alikes, get in the cross formation and do a spin attack to activate all four switches simultaneously.

6 FIRESTARTER

Obtain the Moon Pearl from the treasure chests that appear, and return to point 6. You'll open a portal to the Dark World as you approach the Deku Scrub.

Enter the portal and push the bottom block east, then the middle block north. As foolhardy as it seems to introduce fire to a heavily wooded area, pick up the lamp and return to the forest.

Use your newly acquired portable fire hazard to burn down the stumps that surround the treasure chest. Inside you'll find a big green Force Gem.

7 FOREST FIRES

Head west, burning down the stumps and bushes blocking your path as you go. You'll run into more hands from the Dark World, so try not to stand still for too long.

In addition to clearing your path, the fires serve as a controlled burn that should improve the overall health of the forest. Too bad it's inhabited by pure evil.

Another benefit of burning down the foliage is that it produces Force Gems. Every one counts—the earlier you can power up your sword, the better.

8 DEKU DELIVERIES

Keep going west until you reach a dead end. Turn south (you won't be able to reach the purple gem and the Force Fairy behind the trees yet) and proceed to another Dark World portal at point 8.

Talk to the Deku Scrub in the Dark World and agree to help him. He'll ask you to retrieve three items—and he won't repeat himself, so be sure to write them down.

Bring the items to the Deku Scrub in the Light World in the order in which you were asked to collect them. When you're finished, claim your reward—a Power Bracelet—from the Scrub in the Dark World.

9 NOW YOU'RE PLAYING WITH POWER

The Power Bracelet gives you the strength to pick up trees. Throw the one next to the portal for a bunch of Force Gems, then head north to fetch the aforementioned purple gem and Force Fairy.

Toss aside the trees that block your path to point 9 (the bottom one contains Force Gems) and burn the grass there to reveal the holes marked E and F on the map. Get in the wide formation and hit the crystal switches to cause a veritable downpour of Force Gems.

10 BUG PROBLEMS

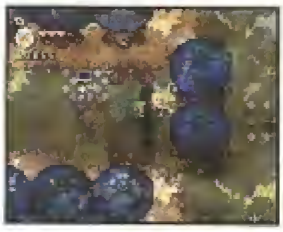
Grab a bow and slay both of the Gohmas at point 10 to clear the path leading north. Stay away from the trees in the northeast and southwest corners, or you'll stir up a swarm of angry bees.

11 EYE OPENER

The Gohma at point 11 spews fireballs at you as it paces back and forth. Dodge the projectiles, and fire back at the creature when it opens its eye. After you score two hits, the Gohma will begin shooting three fireballs at a time. One more hit will defeat your foe.

12 KEYS AND TREES

The demise of the Tektite will open the path to the east. Pick up the log there and toss it aside, then open the treasure chest to take possession of a key.



You can't pick up whichever Link is holding the key, so grab another member of your party and throw him across the gap. Switch to that Link afterward, then regroup and lift the trees out of your way.

You'll eventually want to take the key to the skull chamber at point 14, but you can earn quite a few goodies first by vanquishing some of the evil that's infested the forest.

13 FOREST FRENZY

In the grassy area at point 13, you'll encounter a group of electrified green creatures and another Shadow Link. You can take out the former with your bow.

As always, Shadow Link will cough up a big green Force Gem if you manage to whack him with your sword before he escapes. Set a trap for him in the usual manner.

If you strike down all of the green creatures in the area, the barrier in front of the skull chamber will dissipate and grant you access to the Great Fairy.

14 HIDDEN SHOVEL

To escape from the Lost Woods, you'll have to dig your way out. The Deku Scrubs hid all of the shovels by order of their master, but they don't do a very good job of keeping their secret.

Carry the key inside the skull chamber at point 14 and unlock the door to retrieve the shovel. Take your new digging instrument to the Great Fairy to power it up.

Dig to the right of the flower in the northwest corner outside the Great Fairy's chamber. You'll discover a geyser of Force Gems to add to your riches.

15 START DIGGING

Your level-two shovel will make a noise (and your Controller will rumble if you're playing with one) to signal a hole nearby. The indications will intensify the closer you get.

Return to the circle of Deku Scrubs and dig a hole in the middle of each flower patch. Both holes contain Force Gems, and the one on the right leads to the next area.

You can dig a few holes in the field at point 15 (see the screenshot). Unfortunately, all of them lead to the boss rather than more treasure.

16 ONE-WAY TRIP

When you fall through one of the holes at point 15, there's no turning back. Make sure there's nothing else you want to do in the level before you take the plunge.

BOSS SHADOW LINK

Shadow Link found some of those ginormous bombs, which he'll toss from the grassy knoll in the middle of the screen. The surrounding hedge prevents you from attacking your nemesis, so your goal for the encounter is simply to get out alive.

When Shadow Link drops a bomb, you'll have 10 seconds to escape to the safety of the GBA via one of the holes scattered throughout the battlefield. If the bomb explodes while you're still on the surface, you'll have to use one of your Force Fairies to resurrect yourself.

After a bomb explodes, start searching the battlefield for more holes. Some contain gems, and the one marked P on the map leads north to your goal. Just be sure to put your search on hold and take cover when the bomb is about to tick down to zero.

KAKARIKO VILLAGE

The small forest community of Kakariko Village is in dire need of a resident problem solver. Fire has engulfed the town, a band of thieves is stealing the residents' valuables, and the creature in the lagoon is too lazy to catch his own food.

A red X indicates the location of a thief. The townsfolk won't take down the wall surrounding the village until you've captured all 10 of the criminals. See tip 4 for more information.

The river's current will push you along at varying speeds. You'll have to swim carefully to avoid the spikes and nab the gems. When you come to a waterfall, line up in the wide formation to snag as many goodies as possible on your way down.

Once you've obtained the Power Bracelet from the widower's house (see tip 3), you can pick up these trees to find a bunch of gems and a Force Fairy

1 UNHAPPY VILLAGERS

Kaepora Gaebora will check in with you at the outskirts of the village. Listen to his words of encouragement, then do as he says and forge on.

The little girl outside the first house thinks you started the fires and will demand that you put them out. It's one of the few blazes you aren't responsible for, and you still get blamed for it.

The old man inside the house is understandably depressed; his wife of 56 years passed away recently. Read the letter in the back room for a clue on how to cheer him up.

2 FREE-FALLING

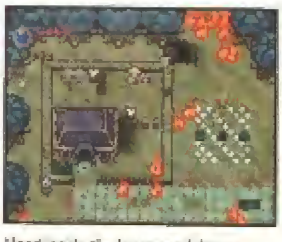
To obtain a Cucco for the widower, you'll need some explosives. Head west (dodge the charging Shadow Links and nail them for a pair of big green Force Gems) then north to the hole at point 2.

Continue falling through the hole directly in front of you. All of the pits look the same, but you'll be making progress, as indicated by the varying number of bats you'll run into.

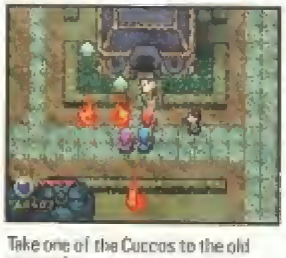
You'll eventually land next to a pair of bombs. Pick them up and climb the stairs to return to the surface. Next stop: the fenced-in Cuccos to your left.

3 CUCCO THIEF

To make one man happy, you'll have to blow a hole in another man's house and steal one of his Cuccos. Sometimes to make an omelette you have to break a few eggs.



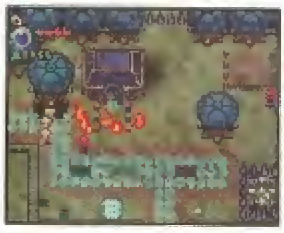
Head inside the house and drop a bomb next to the crack in the far wall, then walk through the opening to the backyard. Before you grab a Cucco, ambush Shadow Link and open the treasure chest.



Take one of the Cuccos to the old man and cover your ears as it screeches in protest. In exchange for his new pet, the grateful widower will give you the key to unlock the barrier next to him.

4 THERE'S A NEW SHERIFF IN TOWN

Make your way to the house at point 4 and dispatch both Shadow Links to earn a couple of big green Force Gems. Your next objective is to capture a band of thieves.



Lift the tree to the left of the house and enter through the side door. The man inside will inform you that the townsfolk have built a wall to prevent the thieves from escaping.

If you ever want to leave the village, you'll have to round up all 10 thieves in the pen east of the house. Simply pick up the troublemakers and toss 'em in there.

You'll see two thieves in plain view outside the house. Heft the tree south of the pen to reveal a staircase, then walk down and bomb the barricades for two more thieves.

Head to the house in the southwest corner. If you enter through the back door, the girl will prove herself as a criminal by attacking you. One of her cohorts is hiding in the trees west of the house.

Cut down the bush on the west side of the house next to the one where you apprehended the previous thief. You'll find another perpetrator hiding in the hole.

Toss aside the boulder south of the houses referred to in the last two tips. The rock is concealing a staircase that leads to thief number eight.

Return to the village entrance and pick up the middle tree on your right to reveal another staircase. To get your hands on the thief down there, you'll have to bomb the barricade.

Talk to the man in the easternmost house then grab his shovel, head outside and start digging. He'll give you directions to help you pinpoint the final thief's location.

5 COLLECT YOUR BOUNTY

Once you've brought all 10 thieves to justice, talk to the man who asked you to capture them. He'll lower the fence surrounding the treasure chests outside, as well as the one blocking the path to the north.

6 FIGHT FIRE WITH FIRE

Reacquire the bombs, then wind through the maze north of the village (watch out for the Chain Chomp). Pick up the boulder marked C on the map and walk down the stairs.

Blow out the barricade then climb the ladder and separate red Link from the group. While he's standing as far to the right as possible, hit the crystal with green Link, then switch to red Link and rush to the Fire Rod.

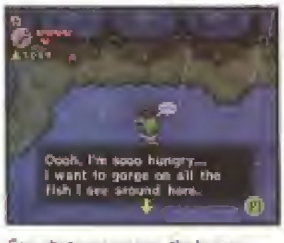
Head to the area north of the maze and clear away the trees to collect a plethora of Force Gems. When you're finished with your deforestation efforts, light all four torches to start a torrential downpour.

7 RAINMAN

The rain will extinguish the flames, allowing you to obtain items and explore areas that were previously unreachable. Start with the Heart Container in the northeast corner of the maze.

8 THE FISHER KING

Head to the pond north of the village and talk to the creature there. The poor guy is famished (fortunately, he has no taste for adventurers), so agree to help him catch some fish.



For whatever reason, the hungry water creature is unable to move. You'll have to corral the fish into his mouth. He'll ask you to feed him 10 or more in 60 seconds.

Separate your group to block off the left and right channels as you chase the fish up the middle. If you satisfy the creature's appetite, he'll reward you with a big green Force Gem and a Heart Container.

9 HIDDEN TREASURE

The boy inside the house at point 9 will tell you that he buried some treasure in the yard. Head out through the side door, cut down the bushes and fall through the hole. You'll find two big Force Gems in the chests down there.

10 ITEM EXCHANGE

Pick up the boulder in front of the village entrance to reveal yet another hidden staircase. The boomerang at the bottom will prove useful in the upcoming boss battle.

11 LET THERE BE LIGHT

Near each pair of holes, you'll find a star-shaped switch beneath the bushes. When a Shadow Link falls through one of the holes, have one party member stand on the nearest switch to illuminate the cave as another Link follows your foe.

BOSS BIG DARK STALFOS

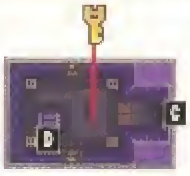
When you wash up on the south shore of the river, you'll be confronted by a Big Dark Stalfos flanked by a pair of gray knights. Though the boss's body is but a shadow in the Light World, his sword is more than capable of dealing damage.

You won't be able to hurt the big guy until you take out both of the gray knights. Toss your boomerang so it hits them in the back as it's returning to you. While the evildoers are stunned, give 'em the sharp end of your blade.

Once you've disposed of his minions, the Big Dark Stalfos will suck you into the Dark World. Dodge his sword thrusts then attack him from the side or rear.

TEMPLE OF DARKNESS

Rumors of an ancient evil's return continue to grow. You must venture into the Temple of Darkness, free the maiden held captive there and retrieve the Dark Mirror before it falls into the wrong hands.

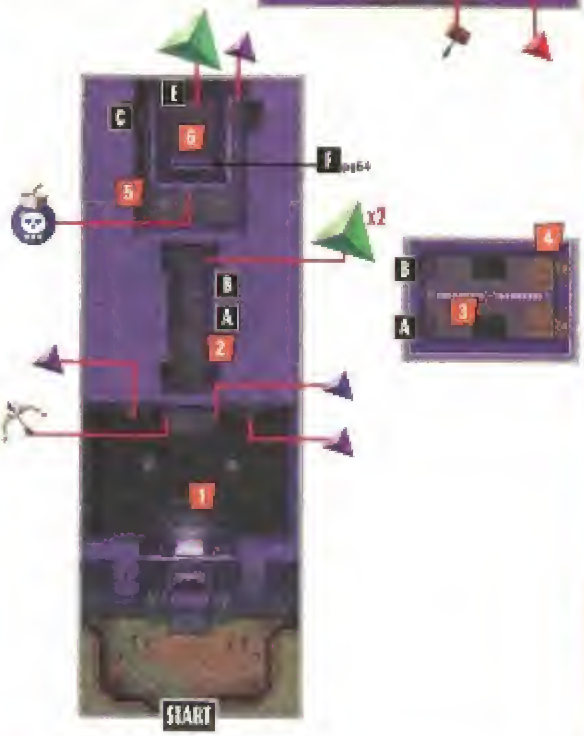


1 BRIDGE-BUILDING

The Deku Scrubs outside the temple will warn you of the dangers within, but they're a bunch of wimps. Pay them no heed and continue on your quest.

Hit the crystal switch on your left to form a bridge across the gap. Be careful not to fall off the edge—the spikes are every bit as painful as they look.

You'll see another crystal switch to your right on the other end of the bridge. If you activate it, two walkways that lead to the nearby treasure chests will appear.



2 FELL MANY FOES

Line up in the wide formation and charge your bows to eliminate every monster in the hallway with a single volley. Such efficiency will earn you a nice pile of Force Gems. The doors to your right will open as well.

3 COLOR CHANGE

A row of blue blocks will prevent you from proceeding north, so enter through the bottom door and strike the red switch in the center of the room.

Hitting the switch will cause it to change color from red to blue. When it's red, all of the blue blocks in the temple will be raised, and vice versa. Turn it blue to lower the blocks in the previous hallway.

4 NO CROCKERY IS SAFE

With the blue blocks out of the way, you can access the northern half of the room and continue your quest to break every piece of pottery in Hyrule.

If you smash the jars and stand on the revealed floor switches, a pair of big green Force Gems will appear in the hallway. On your way out, hit the color switch again to lower the red block in the next room.

5 TREASURE TRICKERY

Some traps are clever, and others are the most obvious things in the world. If you happen to pull a huge destructive device from a chest in your mad search for a key, don't say we didn't warn you.

The treasure chest contains a Big Bomb. If you're the type who likes to live on the edge, go ahead and open it. Just don't expect any good to come of your daredevilry.

Enter the west door and send your undead foes back to their graves. One of them will relinquish a key upon its demise. Use it to unlock the barrier in the previous room.

6 SNAKES . . . WHY DID IT HAVE TO BE SNAKES?

A half dozen snakes will attack you in the lower level at point 6. Eliminate the vicious serpents before they eliminate you, then shatter the jar on your left to uncover a secret hole.

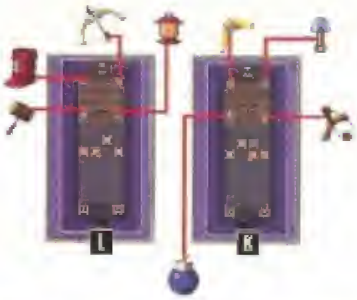
You'll discover a treasure chest, a Magic Hammer and a pair of skeletons at the bottom of the hole. Open the chest, grab the hammer and use your sword to take the "un" out of "undead."

After you defeat both skeletons, a pair of treasure chests will appear on the surface. The chest on the right contains a big green Force Gem; the one on the left holds another giant bomb.

Get in the box formation and mow down the monsters in this hallway to reach the Heart Container at the end (and earn lots of gems along the way).

7 FLOWER POWER

Use the Bomb Flower to blow holes in the north and south sides of the large pyramidal structure. You can then push and pull it over the gap at the south end of the room.



8 TEMPLE CONTRAPTIONS

Walk through the pyramidal structure (the angry Deku Scrub inside explains that it's the foundation for a statue) to the exit marked G on the map.

Get in the cross formation and strike all four crystal switches simultaneously to retract the spikes in the previous room. You'll take care of the other obstacles momentarily.

Push all four blocks onto the adjacent shaded areas. The door that opens isn't particularly helpful (it'll save you about three seconds of walking), but you'll receive a Force Fairy for your troubles.

9 STURDY FOUNDATION

Return to the previous room and pull the statue foundation north until there's room for at least two Links to line up along the left side (via the box or the long formation).

As you push the foundation east, it will destroy the spiny barriers that block your path, as well as the skeletons lurking behind them. When the way is open, head through the bottom doorway to your right.

10 HERE COMES THE HAMMER 18

Use your hammer to play whack-a-mole with the critters at the edge of the pit, then ride the moving platform to the other end of the room.

The slow-moving turtles don't pose much of a threat, but if you're feeling particularly cruel, you can use your hammer to flip them over and expose their soft underbellies.

Line up in the wide formation and pull the levers to open the north door. Since it's on the opposite side of the wall, you'll have to leave and come back through the other entrance.

11 BOBBIN' AND WEAVIN'

Before you vanquish the gladiator, run around the room to get him to destroy as many blocks with his spiked ball as possible. The blocks' absence will allow you to collect more of the gems that rain down when you put your opponent out of his misery.

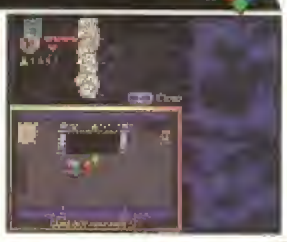
12 PIT STOP

When you're finished gathering gems, head through the door to your left. Without bombs, you'll have to come up with a more creative way to deal with the monsters at the bottom of the stairs.

Your sword can't cut the Hardhat Beetles, but it will knock them back a bit. Bounce all three into the nearby pit, then open the treasure chests that appear and return with the Moon Pearl to the previous room.

13 DARK CRYSTALS 19

Carry the Moon Pearl through the upper-east doorway to open a portal at point 13. Enter the Dark World and grab the slingshot then fire it at every other switch to clear a path in the Light World. Pick up your hammer again before you leave.



14 LEAP OF FAITH

To confront the enemies in the chamber at point 14, you must enter the Dark World by jumping into the pit. The lone portal in the room leads to the blocked-off section in the northeast corner.

There are two floating skulls and two undead knights in the Dark World chamber. You can reach three of your foes by falling from the southeast ledge, and the other by falling from the southwest ledge. Once you dispatch all four, a treasure chest containing a key will appear in the Light World. Use it to unlock the barrier in the southwest corner of the Dark World, then step through the portal on the other side and head through the west exit.

15 TOOL TIME

To form a bridge across the gap, you must activate all four crystal switches. Strike the closest one with your sword, then enter the second door and grab the Pegasus Boots.

Use the Pegasus Boots to break the cracked block in the adjacent room, then exchange your fancy footwear for a boomerang and exit. While you're standing on the edge of the walkway, fling your boomerang diagonally to hit the crystal switch to the southwest.

To activate the two remaining switches, return to the left room and acquire the bow. You'll have to charge the weapon to smash through the pots in front of the westernmost switch. Warning: the treasure chest in the room contains a Big Bomb.

16 RETURN FOR A KEY

Head through the south doorway to return to the room where you fought the raging lunatic who wielded the ball and chain. Ah, the memories.

Shatter the jars and get in the box formation to step on the floor switches underneath. They'll retract the spikes in the room, allowing you to reach the key in the treasure chest nearby.

Return to the previous room and use the key to unlock the west exit. In the next room, you can hit the color switch and Shadow Link with one swing (if he escapes, set up the usual ambush).

17 TEMPLE OF DARKNESS INDEED

Make sure the color switch is blue, then backtrack through the east doorway and retrieve the lamp. From there head south then west, opening the row of treasure chests along the way.

As you're igniting the torches, watch out for traps and bats. A hole will open in the center of the room when you've lit all five torches. Drop through to the pitch-black darkness below.

Stumble blindly toward all four corners. You'll find a Heart Container in the northwest, a key in the northeast, a big green Force Gem in the southeast and a ladder in the southwest.

18 MAGIC THIEF 20

Make your way to the room at point 18. You can grab the bow along the way to help you with the upcoming Wizzrobes, but you'll have to go back for the lamp again afterward.

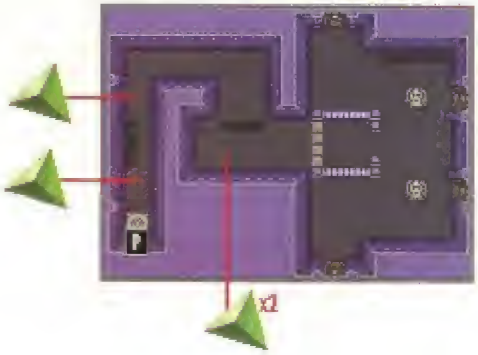
In the room with the color switch, push the far-right block to open the north door. When you enter, you'll be confronted by four Wizzrobes, one of whom will try to steal your gems. Take him down first (the bow makes the task much easier), then defeat his cohorts and use the key to unlock the west door.

19 LABYRINTH

Turn the color switch red then light the torches in the maze at point 19. There you'll find two more color switches that you can use to raise and lower the red and blue blocks.

To access the pair of treasure chests pictured above, have one Link stand in front of the chests while another hits the color switch in the upper left-hand corner.

With the blue blocks lowered, you can also reach the Force Gems and the stairs in the upper right-hand corner of the room. Regroup and head over there.



20 WORLD'S STRONGEST MAN

The Deku Scrubs in the Dark World gave you some hints on how to get through the next room, but we don't expect you to remember anything those annoying twerps say.

Use your lamp or an oil jar to set the big Force Gem aflame so you can add it to your collection. Grab another oil jar and toss it at the remaining ones from a safe distance.

Line up in the long formation where the oil jars were sitting, and use your Herculean strength to push in the wall. Then get in the wide formation and push the exposed north wall.

21 BUMP THE BADDIES

Before you proceed, grab the Moon Pearl from the treasure chest and use it to open a portal at the south end of the hall. You'll find four big green Force Gems in the Dark World there.

Knock the first set of Hardhat Beetles into the pit to gain access to the treasure chest on the south walkway. More monsters will come flooding in—have them join their friends in the pit.

After you've sent all of the bulbous monsters to their spikey doom, activate the crystal switch next to the north exit. The narrow walkway will extend to the treasure chests on your right.

BOSS PHANTOM GANON

The Phantom Ganon in the Temple of Darkness is more powerful than the one you faced atop Hyrule Castle. Rather than come at you with his sword, he'll create three clones. They'll fire white projectiles at you while the boss's true form hurls green projectiles.

The white balls of energy dissipate on contact with your sword, but you must volley the green ones back and forth until they strike their master. Line up in the wide formation so you can deflect multiple projectiles at once if need be.

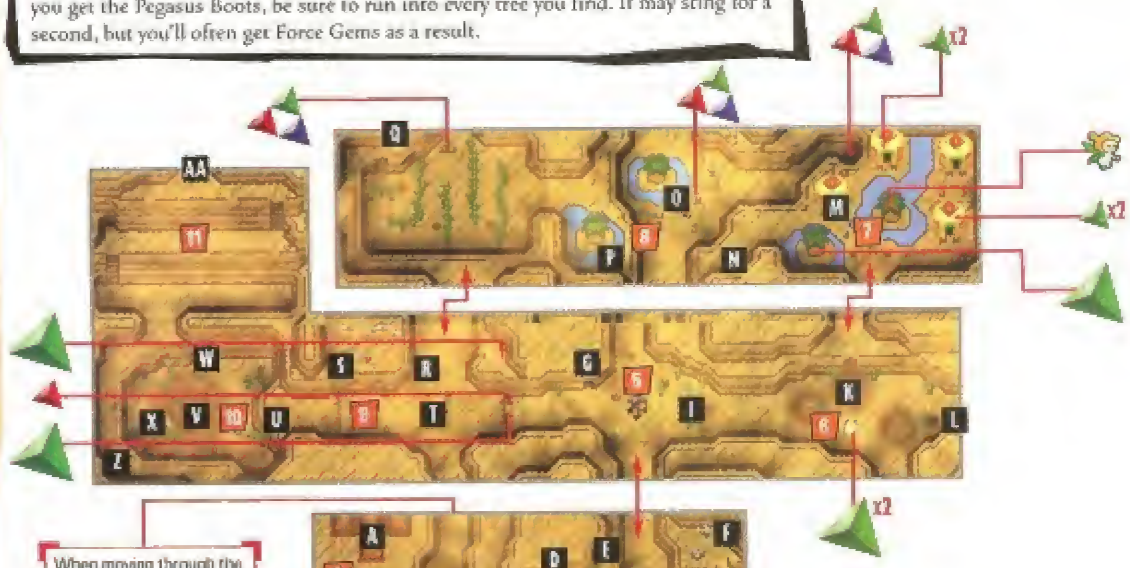
When Phantom Ganon falls to his knees, move in quickly and hack away with your sword. Remain in the wide formation to hit him with all four swords at once. He should go down after two or three rounds.

The Desert of Doubt

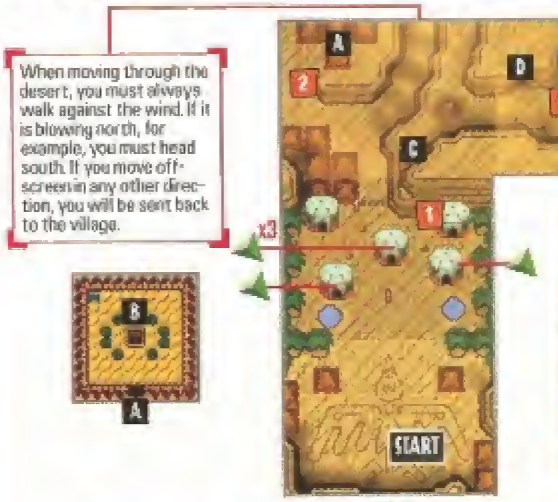
THE HEAT OF THE DESERT WILL GIVE WAY TO THE CHILLS UP YOUR SPINE AS YOU MOVE FROM OPEN-AIR COMBAT TO UNEARTHLY TOMBS. DOUBT IS THE LEAST OF YOUR TROUBLES!

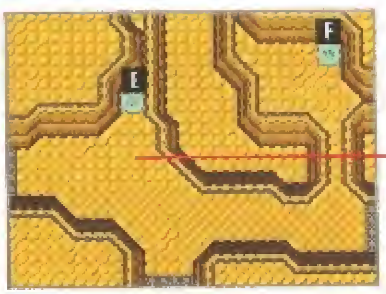
DESERT OF DOUBT

The desert is home to the Gerudo tribe and Ganon's former stomping ground. When you get the Pegasus Boots, be sure to run into every tree you find. It may sting for a second, but you'll often get Force Gems as a result.

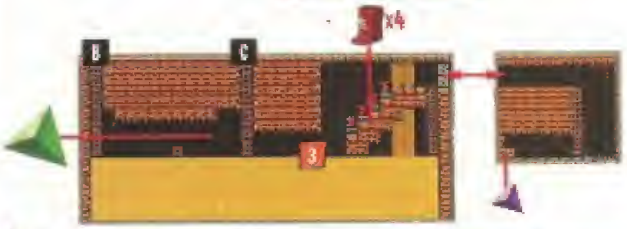


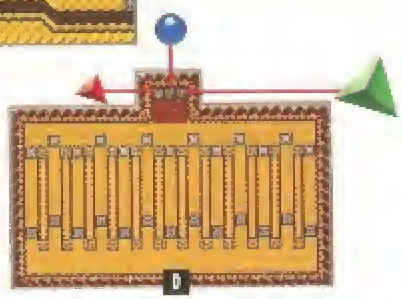
When moving through the desert, you must always walk against the wind. If it is blowing north, for example, you must head south. If you move off-screen in any other direction, you will be sent back to the village.

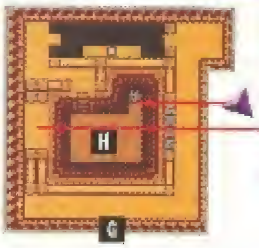




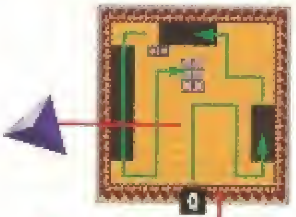
You'll need to defeat all of the enemies in this area to proceed. Victory will require you to best them in both the Light and Dark Worlds

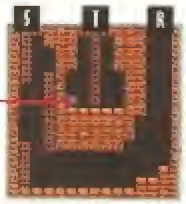






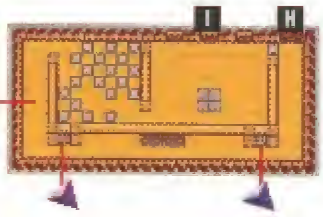
Use the Pegasus Boots to run into the walls above and below the small red Force Gems and knock them into your lap.

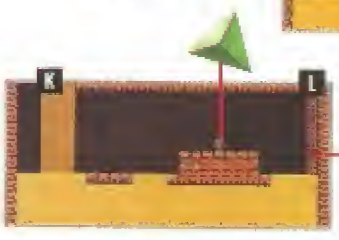




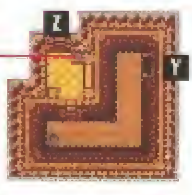
Blocks will appear as you maneuver through this room. Move in the direction of the green arrows, using Pegasus Boots to run over the large gaps. When you step on the switch and take the gem, return to the surface and go south.

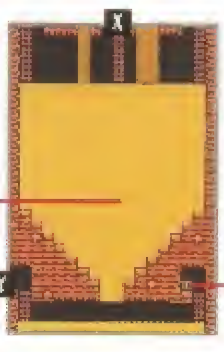
Use the Links to push blocks, matching colors when necessary. At the end of the room, step on a switch and slay your foes to open the door marked I.

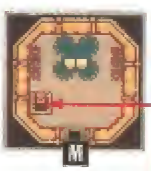


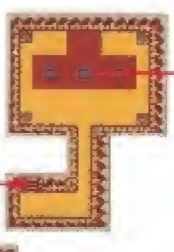


Run under the rocks to reach the right-hand ladder, then use the level-two Pegasus Boots to run from the ladder to the chest.



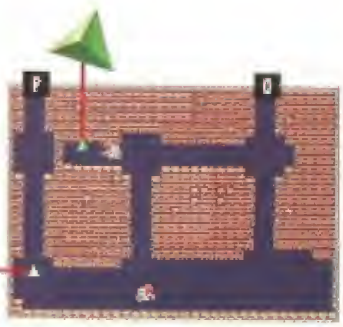






Feel lucky, punk? If so, you can gamble in this room. Put up 100 Force Gems for a chance to win one, 100, 250 or 300. Now those are some good odds!

You can swim through sand to reach the bottom of the room. Though it seems dangerous, Link is a tough, rugged dude who loves sand in his craw.

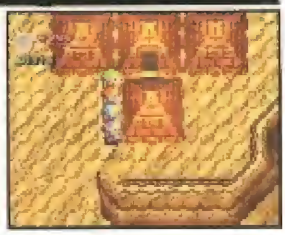


1 THE ART OF THE DEAL

The Gerudo villagers won't let a bunch of kids wander into the desert, so you'll have to swing a deal with the chief who lives in the top-right tent. Sweet-talk her then set out for the great burning unknown.

2 LINK THE PUSHER MAN

As soon as you enter the desert, you'll find a small pyramid that blocks your way. Use the long or box formation to shove the structure out of the way, then enter the new structure and go down the stairs and into a cave.



3 SINK OR SWIM

The cave floor is made of sand that will drown you if you don't keep moving. Head right until you reach a rock wall, then dive and hurry under it. On the other side, go up the ladder and grab the Pegasus Boots.

4 MOON PEARL RISING

Ascend the ladder marked C then walk east. Take out the monsters and enter the cave marked D. Use the Pegasus Boots to break the fourth cracked block from the left, then get a Moon Pearl from the chest. Go back outside and place the pearl on the shiny spot next to the cave, then enter the Dark World and defeat the foes there. Exit at the point marked F and slay more enemies.

5 THESE BOOTS ARE MADE FOR RUNNING

The area north of the Dark World entrance is full of enemies. Strike Shadow Link as soon as you enter, or he'll launch a Fire Rod barrage. Next enter the cave marked G and upgrade your boots, then run over the sinkhole to the east.

6 PITFALL LINK

Defeat the enemies inside the sinkholes then enter the pit marked K and grab a big green Force Gem from the chest. When you emerge at point L use the level-two Pegasus Boots to run over the large sinkhole, and head north.

7 ANTHROPOLOGY: THE PROFESSION OF CHAMPIONS

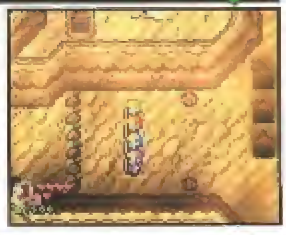
The Zuna tribe built the pyramids long ago, but they've forgotten most of the knowledge. Walk around town and explore the sights, and use your Pegasus Boots to run into trees and shake treasure loose.

8 UNSTEADY GROUND

Fall off the ledge and slowly walk toward the water. When the ground shakes, it's about to collapse. Work your way downward, then head back up along the left-hand wall. Uproot a plant and run to the water, then enter the whirlpool.

9 FORM UP AND SLOW DOWN

After the cactus maze, use the boots to run across a pit, then go downstairs and grab a gem. When you reemerge, run west across the gaps. Enter the long formation when you reach the rocks. Walk to the plants, uproot them and continue.



10 THAT SINKING FEELING

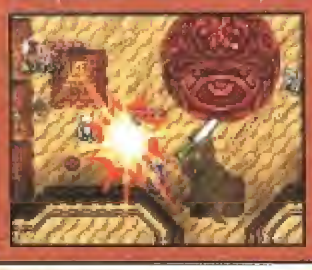
When you reach the giant sinkhole, run to the northeast corner and break a jar, then have one Link stand on the switch. Send a Link to the other corners to do the same. When a hole emerges, use it to tunnel to the bottom of the sand.

11 SHADOWING YOUR FOE

Your final trial is to battle Shadow Link on the cliffs. Use Bomb Flowers to blow holes in the cliff, then search out Shadow Link inside. You can blow four holes in each level of the cliff, but you won't find goodies inside any of them.

BOSS BIG DARK STALFOS

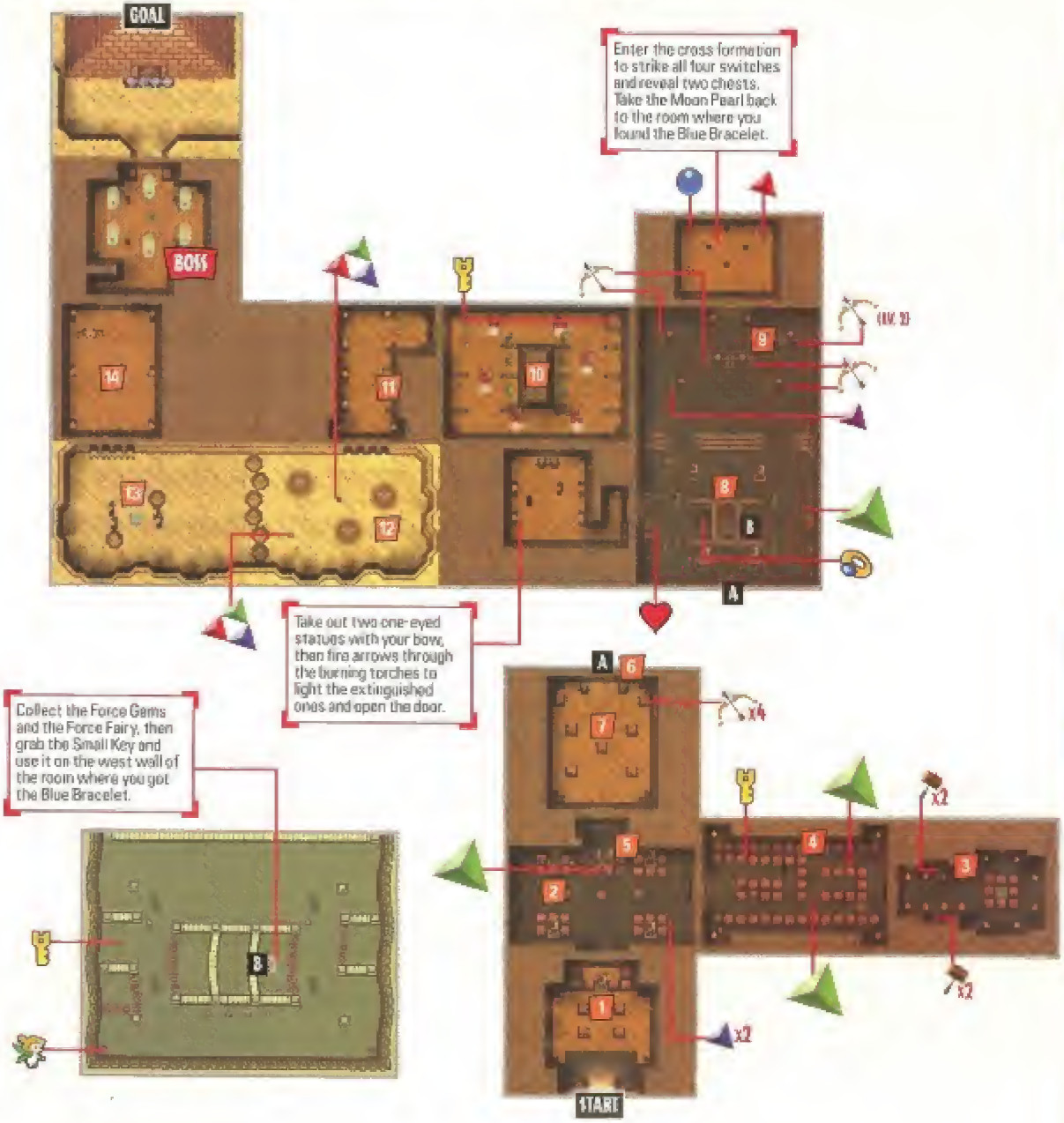
The skeleton king is back, and he's using the same old tricks. Take out his five roving henchmen first, then get ready to be sucked into the Dark World. The big guy can hurt you from either world, so keep your distance.



The boss moves quickly and lunges with almost no warning, so try to stay out of his path. Once you're in the Dark World, wait for him to raise his sword and strike, then move in behind him and give him the business end of your sword. If you need hearts, uproot the flowers at the edge of the battlefield.

DESERT TEMPLE

The Desert Temple is surprisingly small, but it's filled with all manner of unpleasant stone enemies. Many of them also have only one eye, and you know what that means—aim for the peeper, Link!



1 LINK'S MOVING COMPANY

A large, heavy statue blocks the entrance to the temple. Fall into the long or box formation and pull the statue out of the way. That's how the Venus de Milo lost her arms, so be careful.

2 THE BIG MAN DROPS HIS BIG HAMMER

As soon as you enter the first room, break green Link off from the pack and run toward Shadow Link. When he raises his hammer, switch to red Link and avoid the shockwave.

When the shockwave passes by green Link, switch back to him and rush your enemy before he can use his weapon again. You'll earn a big green Force Gem if you lay him low.

3 SWITCH HITTERS

21

There are two ways to hit the crystal switches: either split the Links and station one next to each switch, or run from one to the next. Either way, start in the top-right corner and move clockwise.

4 TURTLE SOUP

Stepping on the big switch that's revealed will cause the room marked 4 to fill with sand. Grab a hammer from the wall and get to pounding!

There are eight turtles—two for each color of Link. Use the matching Link to hammer a colored turtle, then swipe the overturned reptile with your sword.

If you power up the hammer and let fly, you'll see bumps in the sand. Hit them to find Force Gems and a key. Use the key in the lower left-hand corner to leave the room.

5 LINK HAS PULL

Grab one of the two big statues at the north end of the room and pull it south. Don't touch the statues in the corner, or they'll attack. If you pound the sand with your hammer, you'll reveal additional Force Gems.

6 BAITING THE TRAP

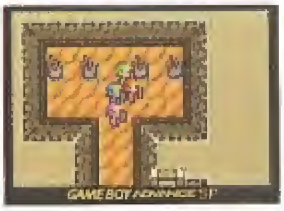
The room with two Eyegores will require a bit of speedy maneuvering. Have you ever wondered what a worm on a hook feels like? You're about to find out.

Move close to the statues to wake them up, then lure them to the south end of the room. Your current weapons are useless, so run for all you're worth.

Once the statues are distracted, enter the long formation and pull the lever at the north end of the room. When a staircase appears, use it.

7 ONE EYE ON THE PRIZE

It's time to grab new weapons and even the odds. The hammer was fun (and provided you and your friends with a multitude of MC Hammer jokes), but the bow's time has come.



You'll find four bows at the bottom of the stairs. Swap out your old, useless hammers for the latest craze in high-tech weaponry.

Head back upstairs and lay the hurt on the Eyegores by firing arrows right into their eyes.

8 MAKE ENEMIES YOUR FRIEND

The next room contains multiple statues that fire lasers. Run north and push two statues as far south as possible, then stand between them. The statue below you will fire its laser and trigger a switch that makes the Blue Bracelet appear.

9 NEW BOW FOR AN OLD EXPLORER

When you reach a room with eight Eyegores, pull out the bow and get ready for a shootout. Your reward will be multiple Force Gems and a level-two bow.

Take on the statues one at a time, and stay in the box formation. Be sure to charge up your arrows.

When the statues move, they reveal switches. The top-right switch makes a chest that contains a level-two bow appear. Don't drop it, or it will be gone forever.

10 TORCH TROUBLE

The room with bouncing statues holds multiple unlit torches. Start in the upper left-hand corner and fire arrows through the flames to ignite them all—use the statues for cover.

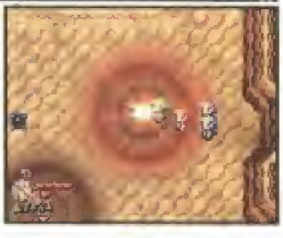
Fire the first arrow west, then go to the newly lit torch and shoot arrows through it both north and south. Go to the burning torch at the bottom of the screen, break the pots and fire an arrow west. Light the rest of the torches in the far-left vertical row, then ignite those in the bottom horizontal row. Fire north to light the two remaining vertical rows and and finish the job. Whew!

11 CLEAR THE ROOM

The chamber west of the torch room is full of wormlike enemies. Slay them all with your mighty sword. If the monsters lay the smackdown on you, pick up hearts from the jars around the room.

12 GEMS! GEMS FROM THE SKY!

South of the worm chamber you'll find a large, open area with three sand pits and a crystal switch. Destroy the enemies in the pits then hit the switch to trigger a cascade of gems. Hit the rock in the corner to get a few more.



13 OH NO, OH NO! OOOOOH YEAH!!!!!

Shadow Links and multiple monsters mark the last stages of the dungeon. Use the divide-and-conquer method to take out your doppelganger, then work on the other adversaries.

Push the Shadow Links together, then split off green Link and send him to attack. When they leap, switch back to red Link and let fly with your sword.

After the Shadow Links depart, enter the box formation and stand on the switch. Many monsters will appear—you can dispatch them easily from the cross formation.

14 BIG BUG

A one-eyed Gohma is defending the boss. Hit it in the eye with an arrow, watching out for fireballs from both it and the torches on the side of the room. The wide formation increases your chance of a hit but also gives the fireballs more targets.

BOSS SHADOW LINK

Shadow Link wasn't content with the whupping you handed him just moments ago—he's back for more! The hardest part of the battle is avoiding the laser beam-firing statue in the Light World. The more time you spend in the Dark World, the better.

Do your best to ignore the laser beams and concentrate totally on Shadow Link. Your enemy will drop bombs and attack with a sword. Use arrows to stun him, then move in and slash with your own blade. If he leaps into the Dark World, give chase by stepping on one of the six portals.

You don't need to eliminate all four Shadow Links to finish the battle. Once one changes colors, break off the matching Link from the group and press the attack. If you can tell the color-changing Shadow Link, the others will vanish and the fight will end.

PYRAMID

Most pyramids are confusing mazes filled with undead monsters, and this one is no different. You'll need to do a lot of item switching, so remember where you left your last toy in case you miss a step and need to backtrack.

1 EASY AS PIE

The first two Pyramid rooms are as simple as can be. There are a couple of enemies wandering around and a big switch to pull, but it's nothing you can't handle.

Enter the long formation and pull the switch in the first room, then box up and defeat the enemies in the second room. Most of the pots hold hearts and small Force Gems.

2 WHICH SWITCH IS WHICH?

The first underground corridor contains two switches. Break the pots to reach them, then yank away. Formations aren't necessary—one Link can pull the switch by his lonesome.

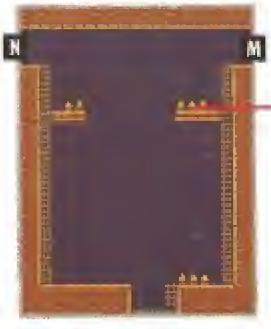
Pulling the switch on the right will drop a nest of slithering snakes in the next room. You'll get a bunch of Force Gems when you take them out.

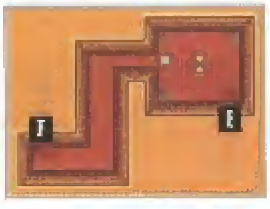
The switch on the left opens the door and sets you free. The truth will also set you free, but in this case the switch is a more immediate solution.

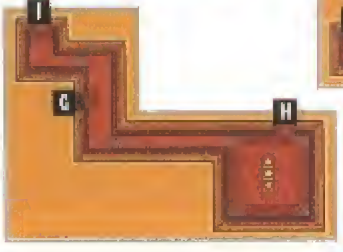
3 SHADOW LINK IS THE PITS

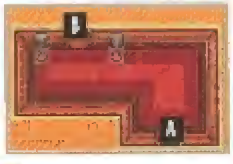
The room where you first see Shadow Link is rigged with a large pit. If you want to avoid the pit and go after the bad guy, walk around the edges of the room.

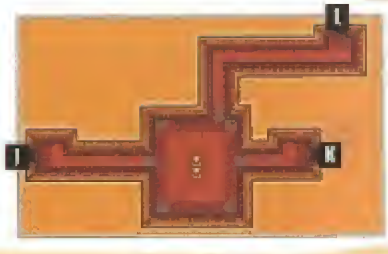
By now you should be very good at splitting up your forces to battle the leaping Shadow Link. Once you're done, fall down the pit—there's a big green Force Gem waiting for you.

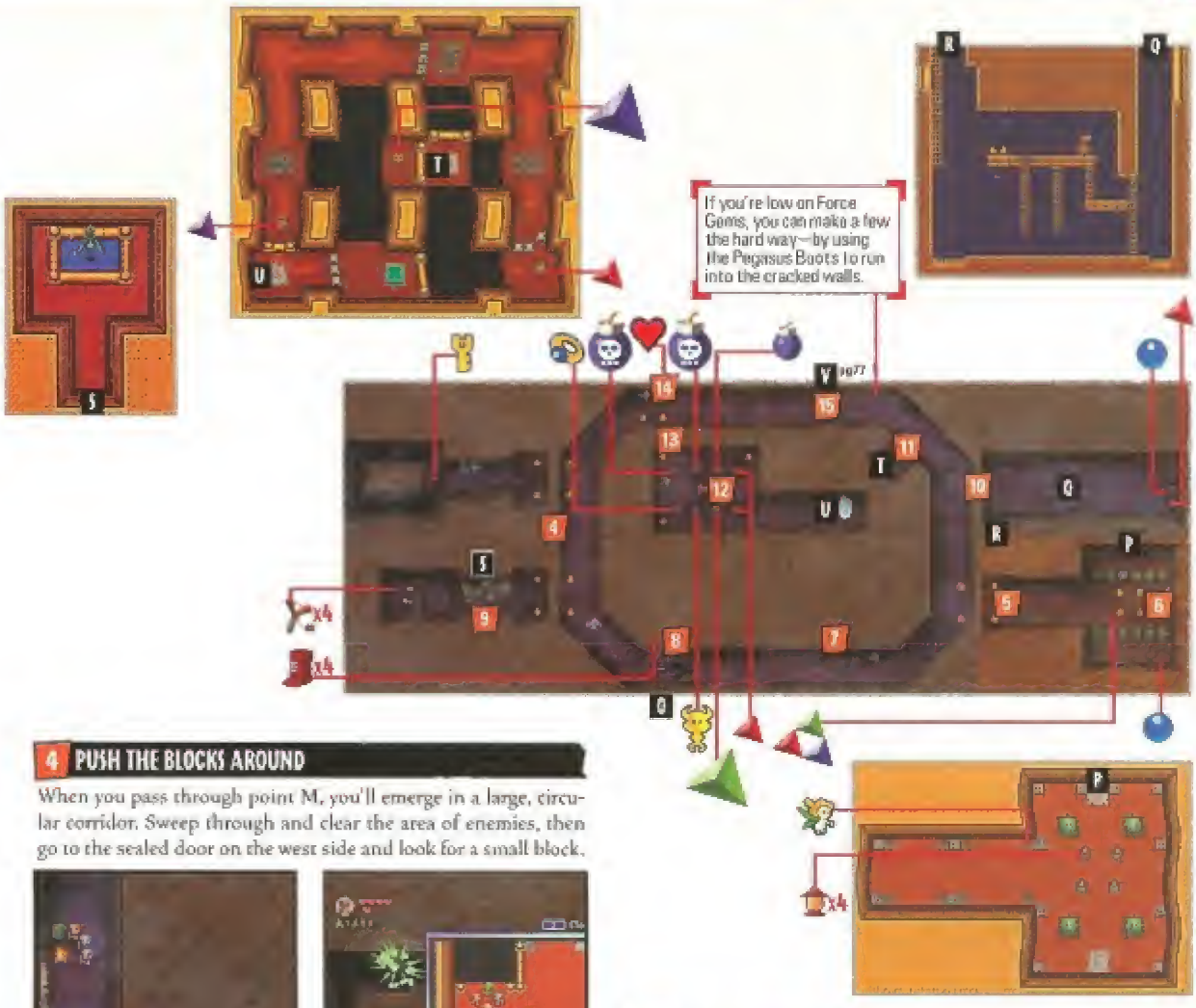












4 PUSH THE BLOCKS AROUND

When you pass through point M, you'll emerge in a large, circular corridor. Sweep through and clear the area of enemies, then go to the sealed door on the west side and look for a small block.

The block is actually a switch—push it to open the door. Enter the lower-left room and slay foes to earn a slingshot, then go to the door just north of you and push another switch.

Once you have the slingshot, visit the upper-left room and press a switch under a pot, then use the cross formation to fire stones at the crystal switches to net a key.

5 A DARK AND LONELY PLACE

Take your key to the lower-right room and open the door, then proceed through the dark, scary corridor. Monsters can smell fear, so walk tall and never let them see your shaking knees.

6 TAKE THIS, BANDAGE BREATH!

When you reach the room with four flickering torches in it, break the pots between them and step on the switches. A number of angry Gibdos will suddenly join the party.

When you defeat a mummy, it will disappear to the Dark World. They think it's safe there, but you'll prove them wrong in a moment.

Break the lower right-hand pot to liberate a Moon Pearl, then take it to the north end of the room and enter the Dark World. Grab a lamp, finish off the baddies and head back to the Light World.

7 GEMFALL

Leave the dark room and walk down the south side of the circular corridor. When you pass a set of unlit torches, use your new lamp to grant them the spark of life. You'll get Force Gems from the sky as a thank-you for your kindness.

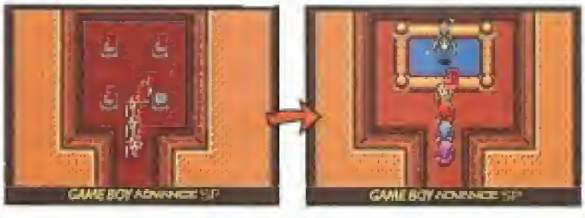
8 DON'T GET GREEDY

There is another pair of unlit torches on the south side of the circular corridor. Light them to open a door that leads to the Pegasus Boots, but don't grab the new shoes just yet.

Before you snag the Pegasus Boots, go through the lower-left door (where you got the slingshot) and light four more torches to access a Fairy Fountain.

9 BREAK THE LAWS OF PHYSICS

Return to the corridor and grab the Pegasus Boots then take them to the Fairy Fountain. The Great Fairy will upgrade them, allowing you to dash over holes in the floor.



10 THE GAP OF NO RETURN

Go through the circular corridor to the upper-right door. When you enter, use your new level-two Pegasus Boots and race to safety. Hey, running is good for you!

Charge across the trapdoors and get a Moon Pearl from the chest on the other side. You can't run while carrying a pearl, so enter the long formation and pull the switch at the north end of the room to open a door.

11 THE PEARLY GATE

Take the Moon Pearl to the northeast side of the circular corridor and look for a nook in the wall. Drop the pearl in the nook's sparkly place and enter the Dark World.

Use the Pegasus Boots to run across the gaps. If you need to make a sharp turn to access a chest, just push the Control Stick in the desired direction—don't stop running.

If you crash into walls while running over the open air, you'll lose momentum and fall. Use the boots to make your way to the big switch in the lower-middle section of the room, then press it to find the exit.

12 TREASURE TROVE

In the chest-filled room, defeat your foes and ransack the place. The big chest in the middle contains a huge green Force Gem worth 1,000 regular Force Gems. The third chest in the top row bears bombs—use them to escape.

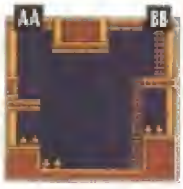
13 PUT ON YOUR BLASTING CAP

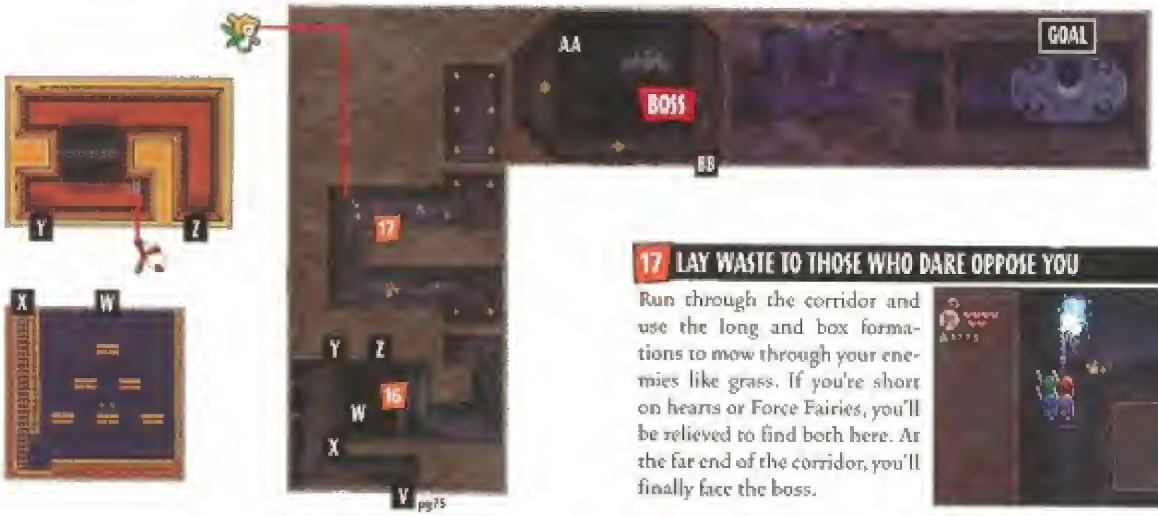
When you're done looting, use your bombs to blast a hole in the top of the room, and escape. The small room beyond has a number of cracked blocks just waiting for demolition.

Enter the long formation to plant four bombs at once and save yourself some time. To leave the room, blast the blocks on the west side and step on the switches that appear.

14 USE THE FAST-BOMB PITCH

Bomb the crack marked 14 on the map and enter an underground passage. Toss a bomb at the crystal switch to make a bridge appear, then open the chest and take the Heart Container for your own.





17 LAY WASTE TO THOSE WHO DARE OPPOSE YOU

Run through the corridor and use the long and box formations to mow through your enemies like grass. If you're short on hearts or Force Fairies, you'll be relieved to find both here. At the far end of the corridor, you'll finally face the boss.

15 HASSLE THE HORDE

Use the wide formation to drop four bombs on the cracked wall at the north end of the circular corridor. Go through the opening, enter the box formation and get ready to slash a horde of enemies.

16 WALK THE PLANKS

Go through the door marked Y and grab a slingshot, then fire stones at all five crystal switches to turn them green. Cross the planks and go through the door marked Z.

Head around the back side of the crystal switches and turn off all but the first and fourth ones. Walk across the second set of planks and continue on your merry way.

BOSS BIG MOLDORM

24

The Pyramid boss has been locked underground for ages, and as a result he's pretty cranky. He's also one of the toughest foes you've faced up to this point, so you'll have to be on your toes. Remember the order in which you switch between Links—it's essential to success.

The Big Moldorm's tail changes color and is vulnerable only to a sword swipe from the Link of the same color. Engage the boss and split up your party, then take control of the appropriate-colored Link and attack. Run around the large brown block to tie up the boss and get a shot at the tail.

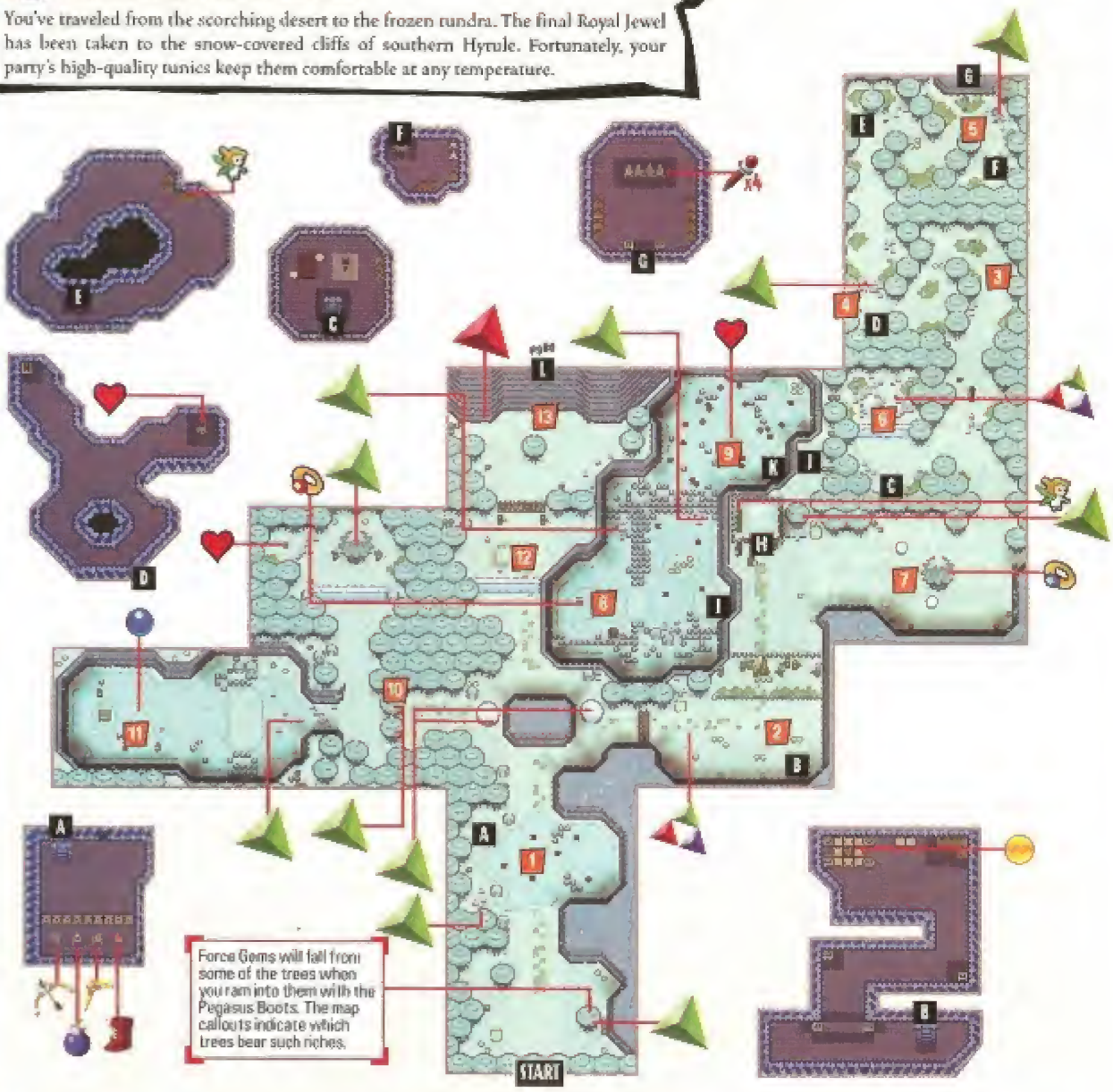
Be careful when switching between Links—make sure the Big Moldorm isn't near the one you're about to take control of. The big bug will eventually split in two and speed up. The strategy is the same, but your ruffians will need to be razor-sharp. It will take many hits to bring the beast down—be patient.

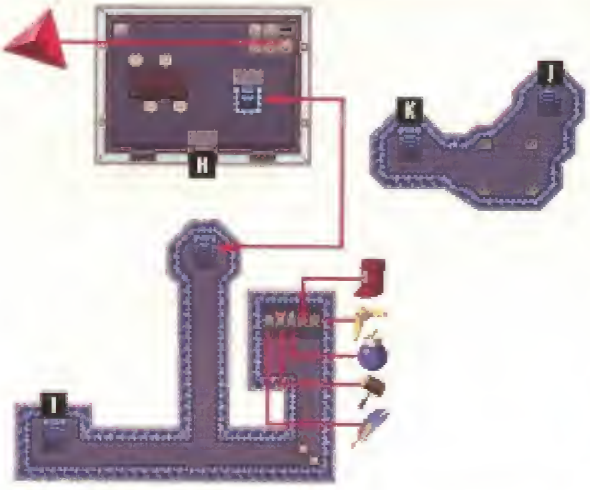
Frozen Hyrule

AS YOU APPROACH THE END OF YOUR QUEST, YOU'LL NEED TO FOCUS MORE ON PUZZLE-SOLVING THAN ON BATTLE. HOPEFULLY YOUR WITS ARE AS SHARP AS YOUR SWORD.

FROZEN HYRULE

You've traveled from the scorching desert to the frozen tundra. The final Royal Jewel has been taken to the snow-covered cliffs of southern Hyrule. Fortunately, your party's high-quality tunics keep them comfortable at any temperature.





1 SNOW BOOTS

The boulder on the left side of the frozen pond conceals a staircase. Walk down there with a Bomb Flower and blow a hole in the cracked rocks so you can acquire the Pegasus Boots.

2 SLIME 'EM

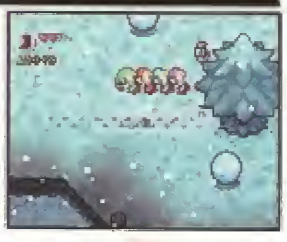
Head north from the frozen pond, then east (watch out for the giant snowballs). Make your way to the boulder in the southeast corner, turning your shields toward the archers when they fire.

Pick up the boulder and descend the stairs underneath. Defeat all of the soldiers in the underground cavern to make the blocks surrounding the treasure chest disappear.

Grab the Quake Medallion and return to the surface. When the archers pop up, throw your new weapon to transform them into slimes.

3 NORTHWARD JOURNEY

Put the soldiers-turned-slimes out of their misery and start moving north. On your way to point three, you'll run into a couple of Shadow Links, as well as a tree that you can ram to obtain the Blue Bracelet (see the map).



4 EXPENSIVE BLOCKADE

You'll discover yet another hidden staircase beneath the boulder at point 4. Follow it to an underground passage so you can get past the frozen Force Gems blocking your path.

5 GET YOUR HANDS ON SOME FIREPOWER

Cut down the grass and drop through the hole marked F on the map. Pick up one of the Bomb Flowers down there, then hurry back to the surface and throw the explosive at the rocky plateau. You'll find four Fire Rods inside the plateau.

6 FIRE IT UP

As you head back the way you came, use the Fire Rods to melt the frozen Force Gems and scorch the grass patches. When you come to the fork in the road, turn west, get in the wide formation and burn down the wall of ice.

7 A SNOWBALL'S CHANCE

Melt the snowballs next to the tree where the Blue Bracelet was. A small Force Gem is tucked inside one of them, and the other contains a key. Don't get too close before you melt them, or they'll roll toward you and inflict damage.

8 DON'T FALL IN THE ICE

Use the key to get in the house, then grab the big red Force Gem and head downstairs. If you climb the stairs at the other end of the tunnel, you'll emerge next to the frozen lake. Quickly run over the cracks in the ice and procure the Power Bracelet.

9 LET'S PLAY SOME HOCKEY, EH?

To reach the stairs marked J on the map, pick up the tree next to the house and toss it out of the way. Talk to the Deku Scrub at the bottom of the stairs to learn about Hyrule's hottest new sport.

Flip the turtles over by striking them with your sword or pounding the ground with a Magic Hammer.

Once you've cleared the ice, a treasure chest with a Heart Container inside will appear.

10 GO WEST, YOUNG MAN

Resume your journey south, then turn west toward point 10. Melt the giant rolling snowballs along the way for a pair of big green Force Gems. When you reach your destination, pick up the trees and toss them aside.

11 WHEN PENGUINS ATTACK

Get in the box formation and stand on the floor panel at the west end of the frozen pond. A colony of evil penguins will attack you—immolate them with your Fire Rod then grab the Moon Pearl that appears and try to put this ugliness behind you.

12 TURN WALLS INTO WATER

Melt the two remaining walls of ice. You'll find a Heart Container beyond the one farther west (you'll need the Pegasus Boots to shake the big gem from the tree). Behind the other wall is a portal. Enter the Dark World and pull the levers to retract the spikes in your way.

13 PULL THE RIGHT (LEFT) LEVER

You can blow six holes in the cliff wall with the nearby Bomb Flowers. There's a lever inside each of the holes—pulling them will produce a variety of results.

Snakes and rats will emerge from some of the holes, so be at the ready. Your Fire Rods can exterminate the vermin from a distance.

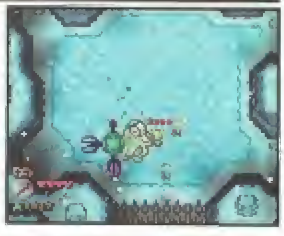
The levers' functions, from left to right: lowers four ladders, drops a big red Force Gem, starts a blizzard, drops a giant bomb, summons foes (x2).

14 LUCRATIVE LADDERS

As you climb each ladder, a big green Force Gem will appear near the bottom. A pair of wizards will also try to rob you from the adjacent cliffs. If your Heart Meter's full, blast the baddies with your sword to earn more gems (a boomerang may be required to retrieve them).

15 RETURN OF THE CLAWS

Before you reach the boss, you'll have to get past a four-clawed monster like the one you faced on the Eastern Hyrule coast (evidently they can survive in any climate). As before, destroy each of the Manhandla's pincers with the Link of the same color.



BOSS BIG DARK STALFOS

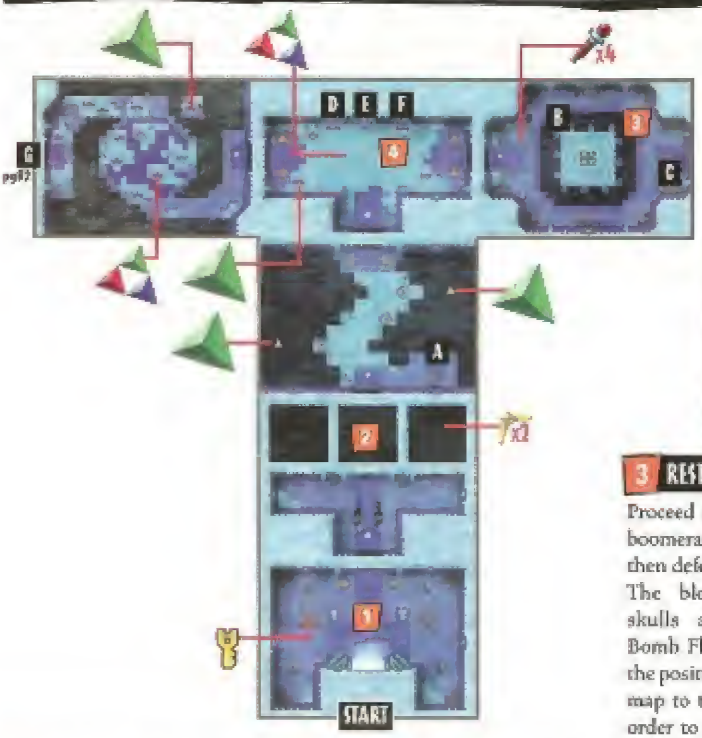
The Big Dark Stalfos in Frozen Hyrule behaves much the same as his predecessors, but he has a bit more backup. With 10 soldiers and the boss's giant sword all bearing down on you, the battlefield can get pretty claustrophobic in a hurry. Use formations to cut down your foes as quickly as possible.

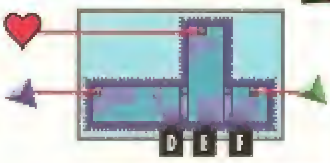
As before, you won't be able to hurt the boss until you clear the battlefield of his minions. If your Heart Meter runs low, look for hearts under the stones that are scattered about.

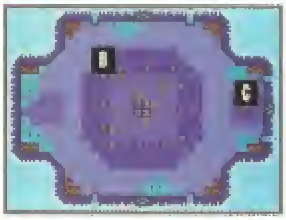
After you've defeated all 10 knights, the Big Dark Stalfos will suck you into the Dark World. Swat down the bats that surround the boss, then dodge his sword thrusts and attack him from the side or behind.

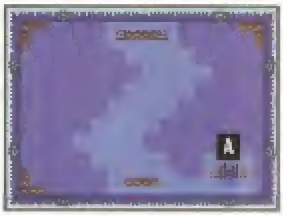
THE ICE TEMPLE

The Ice Temple introduces a few new concepts that result in some mind-bending puzzles. Save for the occasional disgruntled flightless bird, however, its chilly halls are virtually uninhabited.









1 TOO MANY SWITCHES, TOO FEW LINKS

To obtain the key, you must depress all five floor switches in the room simultaneously (one is in the upper left-hand corner and the rest are beneath the jars that form a cross). Push a statue onto one of them and stand on the remaining four.

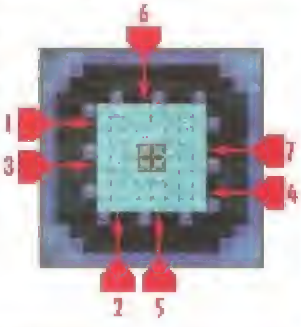
2 AMBUSHES

Stand near the center of the door as you unlock it. Two Shadow Links will rush past you in the next room and collide with the wall. Hit 'em while they're stunned to pick up a pair of big green gems.

Retrieve the boomerang from the room on the right then defeat the animated statues in the room on your left (it's much easier if you stun them with your new tool first!). Pull the lever to open the door in the middle room.

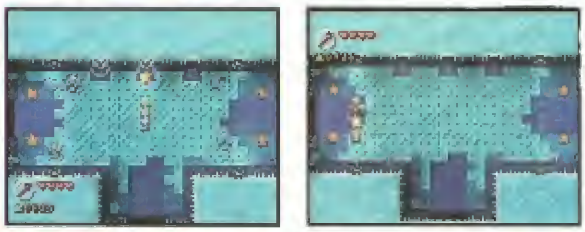
3 REST IN PIECES

Proceed to the room at point 3 (along the way, you can use the boomerang to nab the big gems in the room with the bumpers, then defeat the Wizzrobes in the following room for more riches). The blocks marked with skulls are graves. Throw Bomb Flowers at them from the positions indicated on the map to the right. Follow the order to ensure that a bomb doesn't fall in a hole you've already created. Once you release all seven graves from the ice, you'll be rewarded with four Fire Rods.

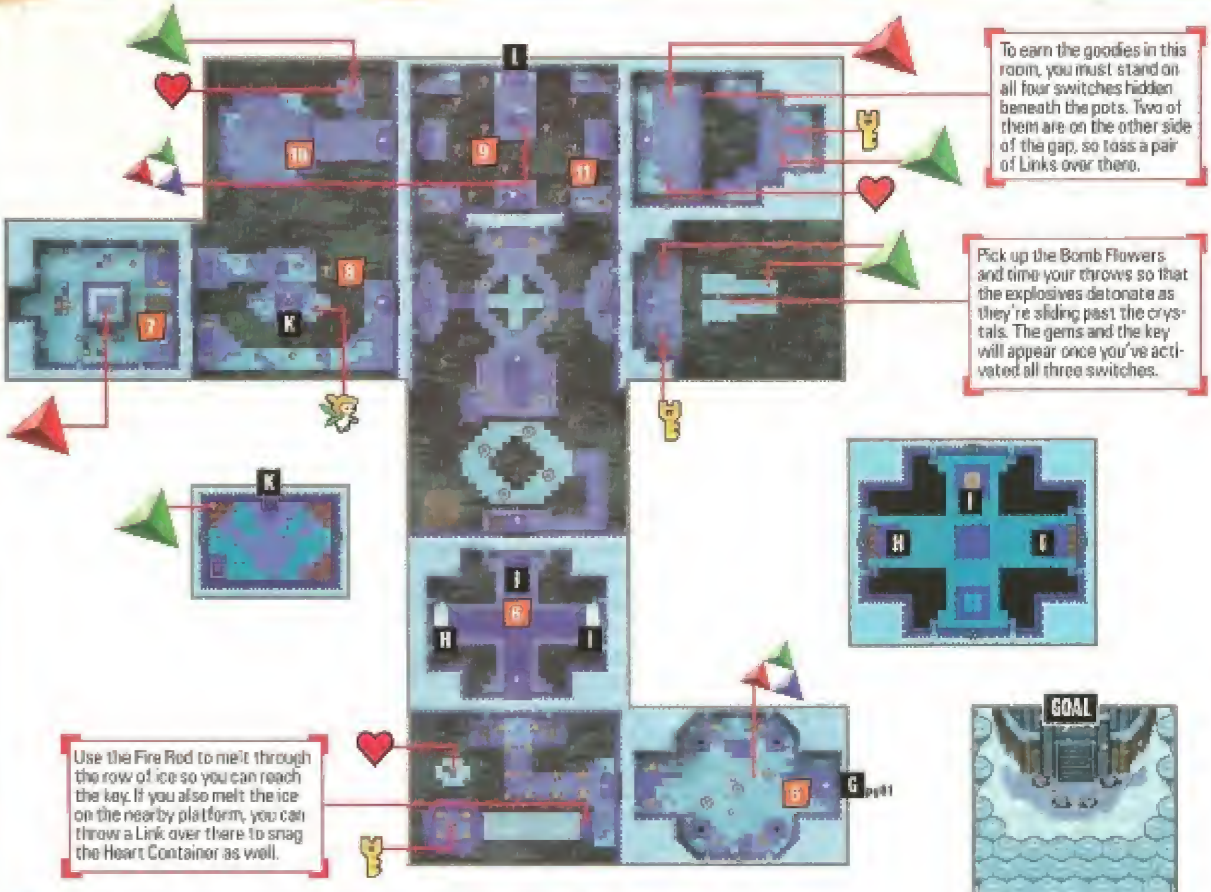


4 THAW SOME FROSTY TREATS

You can use the Fire Rod to melt the blocks of ice throughout the temple. Be careful, though; some of them house angry penguins (you'd be mad, too, if you were encased in ice).

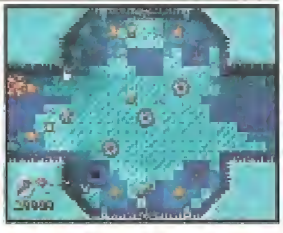


Melt the ice blocks along the north wall in the room at point 4. Each of the doors behind them leads to a different treasure chest. The block in the lower left-hand corner of the room contains a big green Force Gem.



5 MOUSE TRAP

Bombchus and bumpers are a dangerous combination. Do your best to avoid them as you melt the ice blocks. When you uncover all four star-shaped switches, step on them to get rid of the Bombchus and bring down a shower of gems.



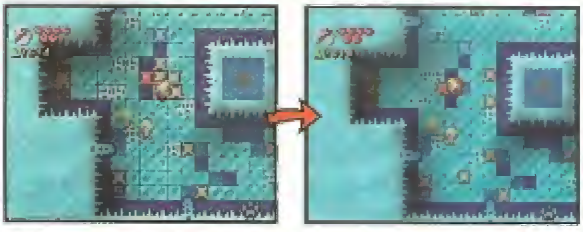
6 WILL THE REAL FAKE LINK PLEASE STAND UP?

Shadow Link and clones will create patches of ice, making it hard to maneuver. Enter the Dark World and look for the skull to identify the real Shadow Link. If you defeat him, the others will fall, too.

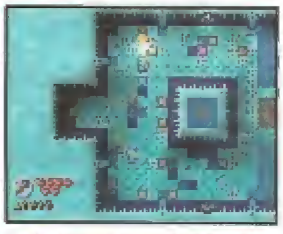
7 BLOCK PARTY

To get to the room at point 7, ride the moving platform then head north and light the torches in front of the west door. In the room that follows, watch out for the penguin that slides across the ice.

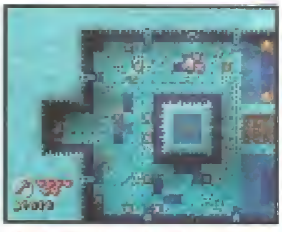
Melt the block of ice between the green block and the switch in the southwest corner. Stand above the gray block next to the green one and push it south, then use green Link to slide the like-colored block onto the switch.



Melt the ice between the red block and the switch at the west end of the room. Push the gray block at the bottom of the plus-shaped block arrangement east, then push the top block in the same direction and the middle block south. Red Link can then slide the red block onto the switch.



Melt the ice between the blue block and the switch directly north of it. There are no other obstacles in the way, so take control of blue Link and slide the block onto the switch.



Melt the ice between the purple block and the switch directly east of it. Use purple Link to slide the block onto the switch, then stand on all four switches underneath the jars.

8 BUILDING BLOCKS

The staircase marked K on the map leads to a Fairy Fountain. If you take your Fire Rod to her, she'll instill it with the power to create blocks and moving platforms.

Create a block with your level-two Fire Rod, then push it toward the ? block. A platform with a switch in the center will appear. If you stand on the switch, the platform will carry you across the gap to the exit.

9 PLATFORM MADNESS

Procure a key from the room to the east (see the map callout), then head through the door to point 9. Follow the directions below to activate a fountain of Force Gems.

When you enter the room, create a platform from the right-hand ? block straight ahead. Ride it north and create another platform from the ? block to the left of the north exit.

Ride the platform to the northwest ledge. Turn the adjacent ? block into another platform and ride it all the way to the southwest ledge. Smash the jars and step on the switch.

10 FIRESTORM

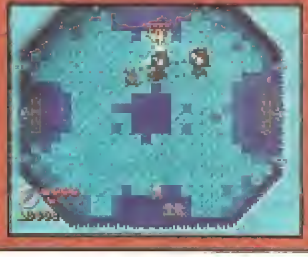
Get in the cross formation and stand directly in the middle of the four torches. Press the A Button to set down four blocks, then press it again to unleash a flurry of fireballs. If they ignite all four torches simultaneously, a pair of chests will appear.

11 BRIDGE THE GAPS

Step on the switches hidden beneath the jars on the east and northeast ledges. They'll raise a pair of bridges that you can use to reach the locked door while you're carrying the key from the adjacent room (see the map callout).

BOSS BALL & CHAIN SOLDIERS

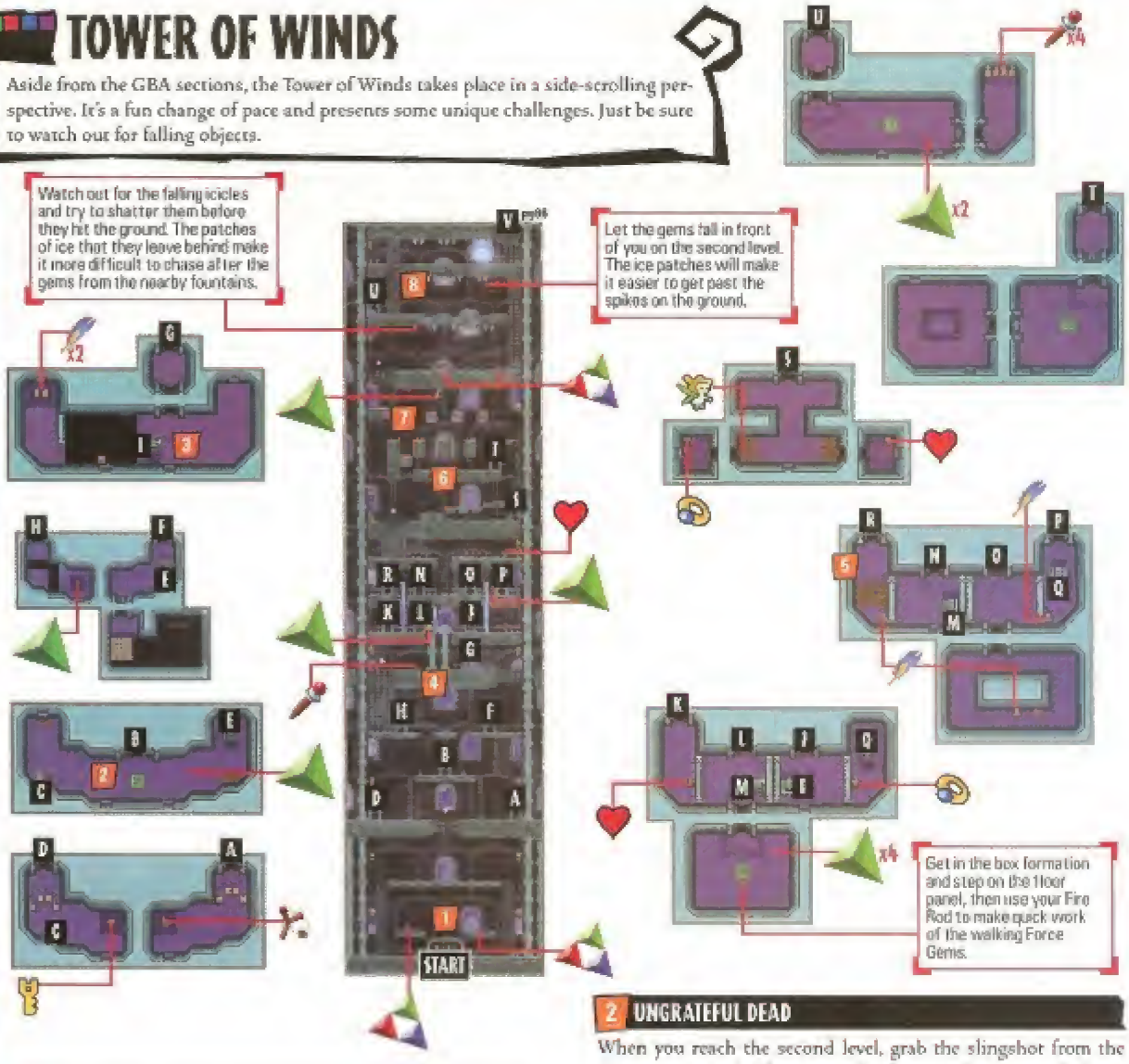
The guardians of the Ice Temple aren't as threatening as you might expect (especially compared to the temple itself). The spiked balls that they swing will inflict hefty damage, but you should be fairly proficient at dodging them by now.



You can battle the ball-and-chain-wielding baddies the traditional way, but it's more fun (and effective) to bash them with down-thrust attacks courtesy of the Roc's Feather. Many of the pots surrounding the room contain hearts—break 'em if you need to replenish your health.

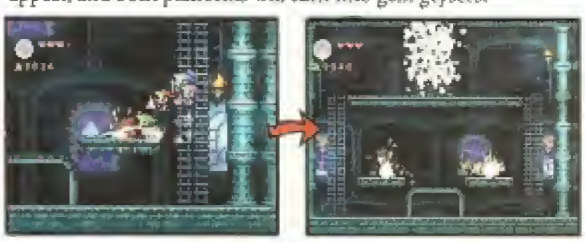
TOWER OF WINDS

Aside from the GBA sections, the Tower of Winds takes place in a side-scrolling perspective. It's a fun change of pace and presents some unique challenges. Just be sure to watch out for falling objects.



1 SLIME CLIMB

Drop from the ladders and slay the blue slimes on each of the adjacent platforms. A ladder that leads to the next room will appear, and both platforms will turn into gem geysers.



2 UNGRATEFUL DEAD

When you reach the second level, grab the slingshot from the door on your right then enter the door on the center platform. Get in the box formation and stand on the floor panel.

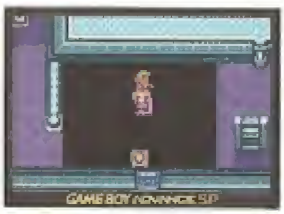
Defeat the skelotons that attack you, then shatter the pots at the dead end to the left and drop through the hole that opens. Grab the key from the treasure chest, and exit.

Climb the stairs marked E on the map and unlock the door to the south. Get in the wide formation, step onto the platform and fire your slingshots at the crystal switches.

3 KNOW YOUR ROLE

Climb the ladder on the right side of the room and enter the door marked G on the map. You'll need the Roc's Feather to continue your ascent.

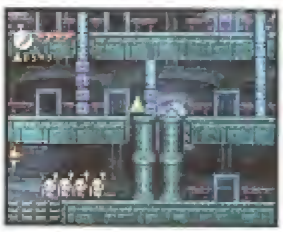
You must push each of the colored blocks with the corresponding Link. The blocks' positions are random, so you'll have to experiment to figure out which way they go.



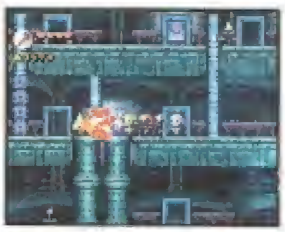
A colored platform will appear. Use the like-colored Link to pick up a member of your party, and stand on the platform. As you pass by the floor switch, throw your hapless cohort at it to raise a bridge across the gap.

4 FEATHERS AND FIRE

Head down to the second level and jump across the platforms to the ladder on the left side of the room. Before you start climbing, grab the big gem through the door marked H on the map.



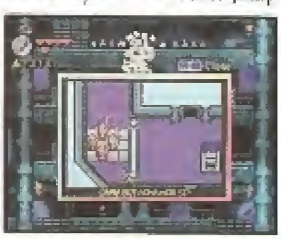
Snare the Fire Rod from the third level then climb down and make your way back to the room where you found the Roc's Feather. Climb the stairs in there and exit.



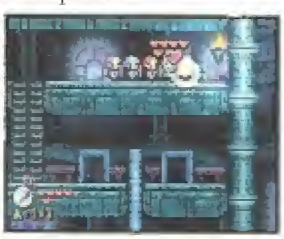
You'll emerge next to a pair of ice blocks in front of a big green Force Gem. Put the Fire Rod to use and claim the gem as your own. Burn the subsequent ice pillar and head through the door on the other side to find a Heart Container.

5 FOR THOSE ABOUT TO ROC

Continue climbing the tower and head through the door marked O on the map to retrieve another Roc's Feather. Head back out and use your new tool to jump over the pillars.



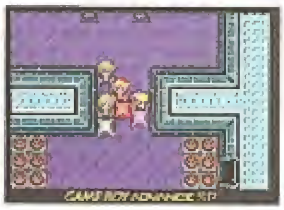
Head through the door marked P on the map and procure the Blue Bracelet downstairs, then turn around and enter the door marked R. Smash the pots inside then get in the cross formation and stand on the switches.



A ladder will appear between the pillars. Climb it and open the treasure chest on the right to acquire another Heart Container. You'll also find a bunch of red Force Gems at the top of the ladder.

6 BEWARE OF FALLING BLOCKS

Stay on the left side of the ladder as you climb to the next level to avoid being crushed by one of the grimacing Thwomps overhead. They'll come crashing down when you pass beneath them.



Execute a down-thrust attack on the cracked blocks then enter the door in the bottom-right corner. Push the colored blocks inside with the corresponding Links. You'll find another Blue Bracelet in the room behind the pots to your left, and a Heart Container in the room behind the pots to your right. (There's also a Force Fairy inside one of the pots.)

7 ONE LINK PER LEDGE

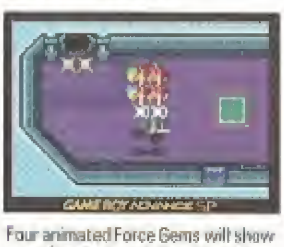
Separate the group and lead a Link to each of the floor switches. When all four are in position, a key will appear on the platform to the left. Carry it through the door marked T on the map.

Unlock the door inside then step on the floor panel while your party's in the box formation. Defeat the skeletons that ambush you to open the door to your left.

Get in the cross formation and perform a spin attack to hit all four switches simultaneously. Head back outside and jump off the grimacing rock to reach the new ladder in the top-left corner.

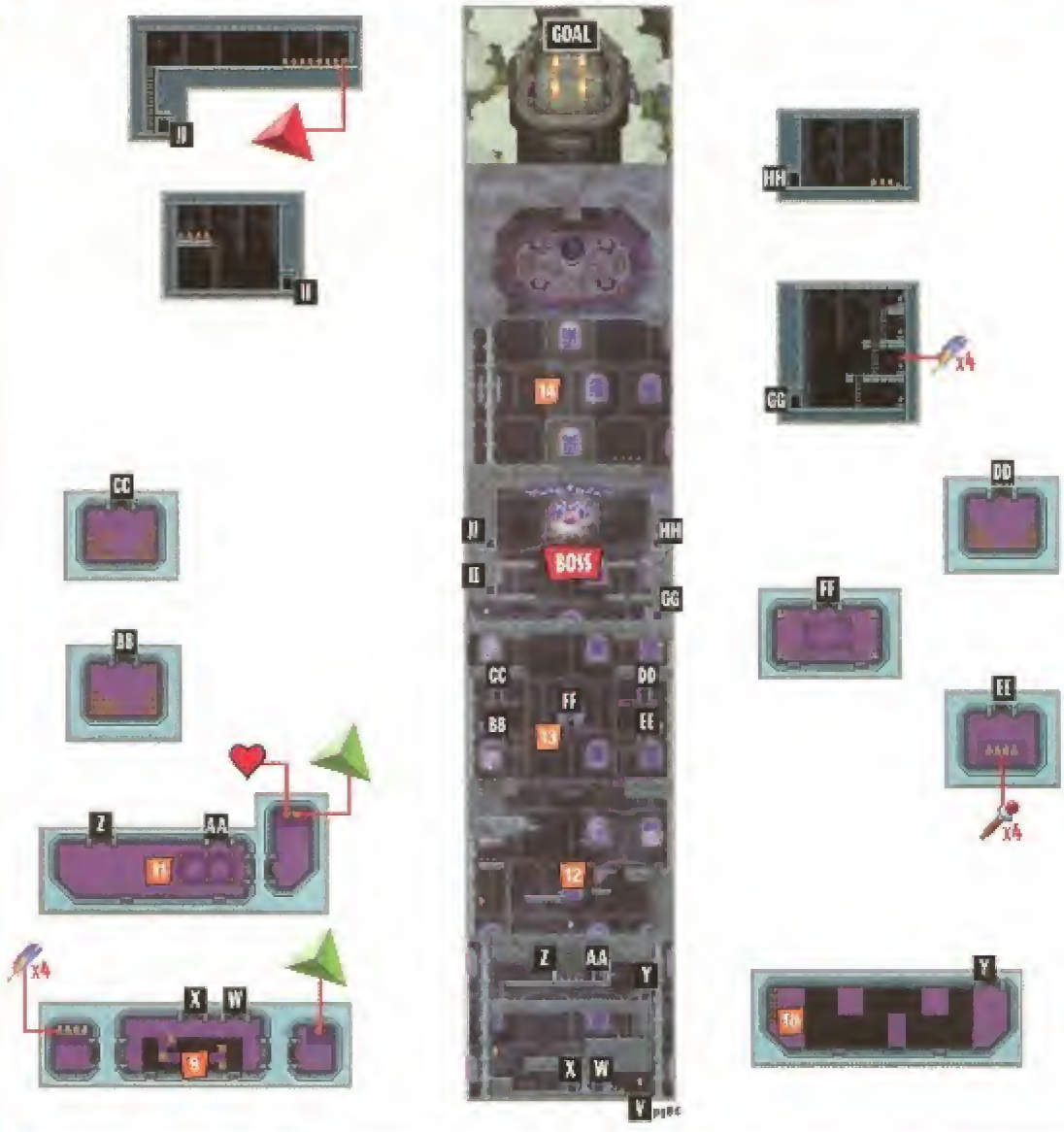
8 FROSTY THE FROG

Enter the door marked U (see the map for tips on how to deal with the falling icicles) and stand on the floor panel while you're in the box formation.



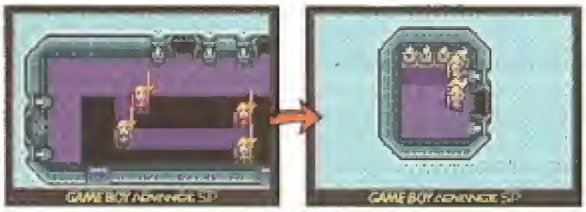
Four animated Force Gems will show up and try to avenge their immobile brethren. Stay in the box formation and drop all four swords on 'em with a down-thrust attack.

Grab the Fire Rods in the next room then head back outside, climb the ladder and melt the giant ice frog. It's a shame—someone probably put a lot of work into that sculpture.



9 MORE FEATHERS

Melt the ice pillar and enter the door on the other side. Split up the group so you can stand on all four switches simultaneously, then retrieve the Roc's Feather from the next room.



10 LEAPIN' LINK

Watch out for bats and Bombchus as you make your way to the door marked Y. Jump across the platforms inside, then get in the long formation and activate the crystal switches.

11 FOUR BY FOUR

There are six switches in the room at point 11. You must strike four of them simultaneously (via a cross-formation spin attack) to trigger their effects.

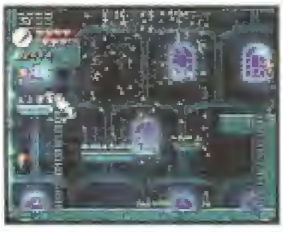
If you hit the four switches farthest to the left, a group of skeletal fiends will attack you. They're probably just jealous that you still have your internal organs.

Activating the four rightmost switches, however, will open the door to a Heart Container and a Force Gem. Seems like the better option, doesn't it?

12 THE BIG PAYOFF

By the time you reach point 12, you should have 2,000 Force Gems, and the Heart Container will have just replenished your health. The long-range sword attack is about to come in handy.

Blast the flying Frosteyes with your sword. If you take damage you'll have to wait for them to swoop down. After you defeat all three, a clan of slimes will invade the room. Watch out for ones that fall from above.



The extermination of every slime will bring about a downpour of Force Gems. Grab as many as you can then negotiate the series of ladders and platforms that appear to continue your ascent.

BOSS FROSTARE

The tower's guardian, Frostare, hangs from the ceiling, beyond your reach. To vanquish the creature, you'll have to make it come down to you. Defeating the little guys that flutter around the boss isn't necessary, but it certainly makes things easier. They can be a major nuisance.

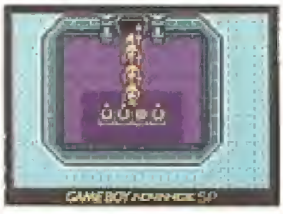
Melt the ice in front of the door to your right then head inside and swap the Roc's Feathers. Climb to the other door on the right-hand side of the room and step on the switches hidden underneath the pots.

Jump across the platforms that appear below the boss and enter the room in the upper left-hand corner of the chamber. You must slay the red creature inside to detach the boss from the ceiling.

Your one-eyed foe will begin to fly around the chamber and fire ice projectiles at you. Jump from the platforms and stab the creature in the eye with your sword. When the monster finally falls to the ground, finish it off with a down-thrust attack.

13 POT ROD

The following level is full of doors, but most of them merely lead to a bunch of jars. Still, they're worth stopping for if you need hearts or just feel like destroying something.



When you're finished depriving the world of the temple's priceless artifacts, enter the door marked EE on the map. You'll need to trade in those Roc's Feathers temporarily for Fire Rods.

Drop onto the center platform and melt the ice blocks that surround the door. Head inside and activate all four crystal switches with a cross-formation spin attack.

14 THE LEGEND HERSELF

Once you've purged the evil from the Tower of Winds, climb to the top to complete your quest. A certain princess is in dire need of rescuing.

If you're playing with friends, try to refrain from blurting out "Beam me up, Scottie" during the cut scene pictured above. Unless you're William Shatner. In that case, feel free.

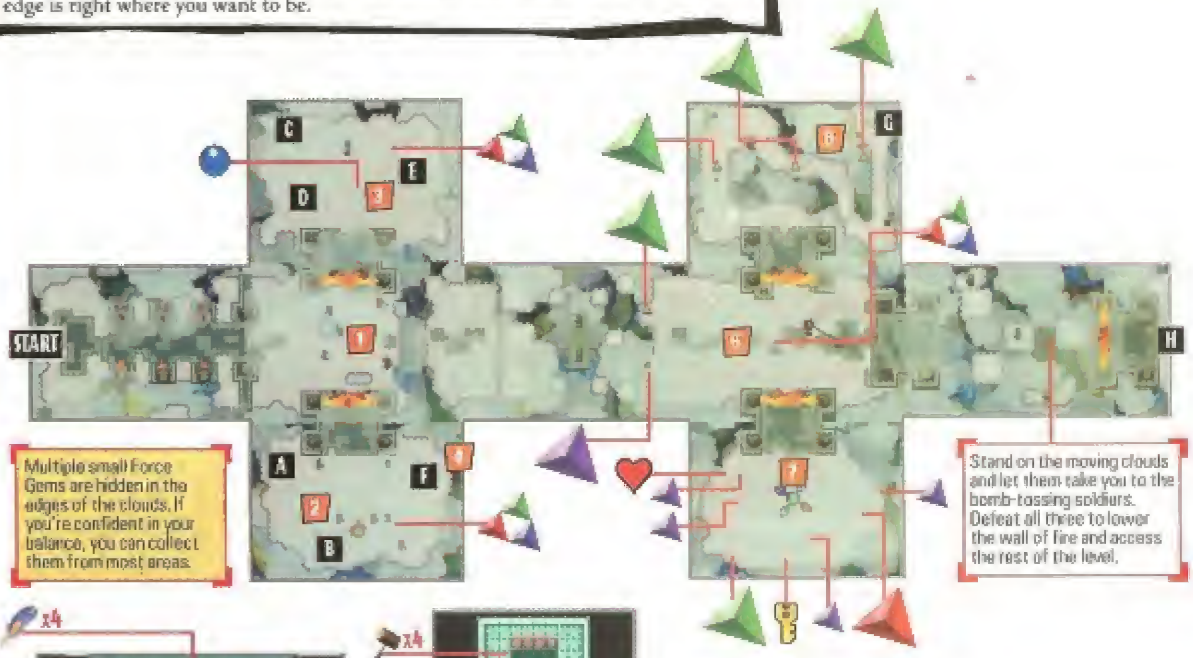
Though Princess Zelda has been liberated, our heroes' journey is not yet over. Hyrule remains in grave danger. Venture forth to the Realm of the Heavens and confront your destiny.

Realm of the Heavens

YOUR FINAL CHALLENGE IS A TRIP THROUGH THE CLOUDS THAT ENDS IN A SKY-HIGH EVIL FORTRESS. VAATI AND HIS SUPPORTERS MUST ANSWER FOR THEIR CRIMES!

REALM OF THE HEAVENS

Whatever you do, don't look down. It's also a good idea to stay away from the edges—it's a long drop to the bottom. If you're aching for extra Force Gems, however, the edge is right where you want to be.



1 FIRE-WALKERS

Wait for the streams of fire to die down before you try to cross them. When you reach an area with enemies in it, defeat them all to open a path to the south.

2 A DESCENT INTO THE MAELSTROM

In the area marked 2 you'll find a large knight and four smaller ones. Take them all out, drop down the whirlpools to get a Heart Container and some Force Gems, then head two screens north.

3 LINK MOON

Shadow Link will send a hail of arrows at you—use the box formation to block, then run to him and slash away. When you enter whirlpool E, use the cross formation and the spin attack to hit the switches, then defeat the enemies for a Moon Pearl.

4 FEATHER MAN

Take the Moon Pearl south to the area with two whirlpools and drop it on the shiny spot. Enter the Dark World and grab a Roc's Feather then go one screen north and jump east.

5 MACE IN THE FACE

The soldier with a giant flaming mace is no pushover. Jump over the mace and its fiery trail, then attack in midair and strike the soldier. Stay airborne as much as possible—the mace can't hurt you if you're above it. When the foe falls, move north.

6 BREEZY CONDITIONS

25

The area covered with skinny clouds is windy, and you'll get blown away if you aren't careful. Hit the switches to stop the wind momentarily, then run. Jump to reach the floating Force Gems, then enter the whirlpool, grab a hammer and return.

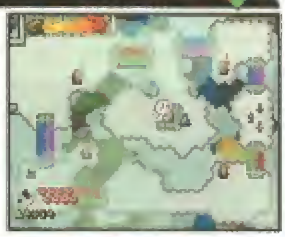
7 HAMMER THE CLOUDS

Proceed south from the windy area and defeat the four-clawed creature, then slam the ground with your hammer. Hit the lumps that appear to receive a bundle of treasure and a Small Key—take the key one screen north and use it in the lock.

8 SWITCH-STEPPIN' BOOGIE

26

Split up the Links and send them to the switches, crossing a bridge only when it matches your color. Pressing all four switches will make a pair of Pegasus Boots appear—grab them then head north.



9 I HAVE MADE FIRE!

The switch platform is tough to use when flames are shooting everywhere. Send one Link to the platform and move it to the center, then north, east and south to the switch. Hit the switch to make a bridge—grab the bombs before you leave.

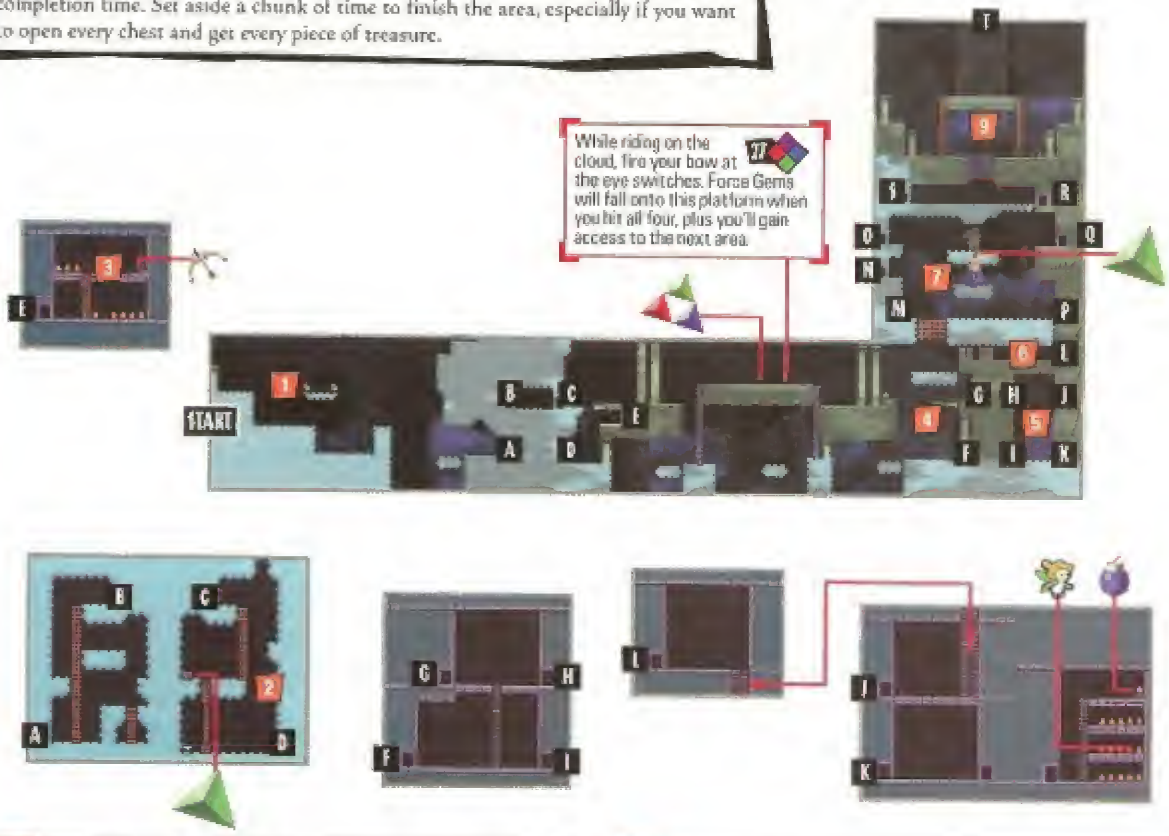
BOSS BIG DODONGO

Two regular Dodongos and one Big Dodongo rule the realm. They are vulnerable only to bomb blasts, but their outer skin is impenetrable. You'll need to plant bombs right in their open maws to deal the damage.

Pick one Dodongo and follow it around until it opens its mouth, then drop a bomb down the hatch and run away. When you destroy the two small ones, a Big Dodongo will stomp onto the scene. Grab level-two bombs from the chests that appear and place them into the beast's mouth.

THE DARK CLOUD

The Dark Cloud is one of the longest levels you'll encounter—both in real estate and completion time. Set aside a chunk of time to finish the area, especially if you want to open every chest and get every piece of treasure.



1 GETTING ALL SIDEWAYS ON YA

The first part of The Dark Cloud takes place in a side-view perspective, which can be a little disorienting. When you enter, take out the birds and hop on a moving cloud.

2 THE FLYING LINK BROTHERS

When you pass through point C, you'll find a chest and a cannon. Use the cannon to blast yourself up and out of the GBA screen, then push Right on the Control Stick until you're above the cracked blocks. Press B in midair to strike them.

3 FINDING TRANSPORTATION

Grab the bow from its pedestal then break the pots and place a Link on each switch you find. When all four are depressed, a cloud will appear and take you to exotic new locations.

4 DOWN LADDER!

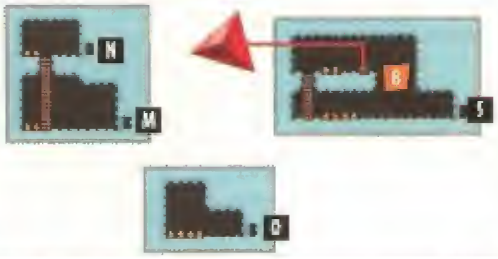
Walk through the door marked F then climb the ladder and go through the top-left door. Fire an arrow at the eye switch across the way to create a series of ladders, then head back down and right.

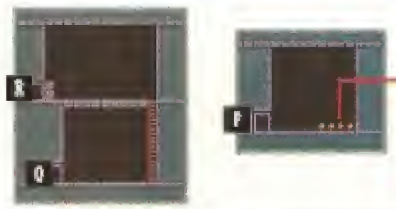
5 UP BRIDGE!

When you're between points I and K, look up and fire an arrow at the eye switch. You'll create a bridge that leads to the newly formed ladders.

6 YAY BOMBS!

When you find a ladder next to three rows of pots, climb to the top and exchange your bow for bombs. Go back to point H and cross the new bridge then use the bombs to blast a hole in the cracked rocks.





7 RUNNING FROM SHADOWS

Bust the pot to the right of points N and O and hit the switches, then use the cannons that appear to escape Shadow Link and his dastardly Big Bombs.

8 LADDER LESSONS

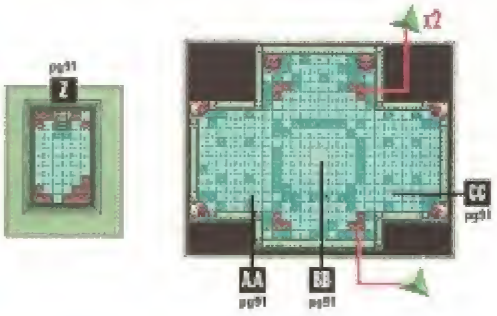
At point 8 you'll find three switches below the chest and one next to it. Grab the big red Force Gem, then stand on all four switches to make ladders appear between points R and S.

9 TAKE THE HIGH ROAD

Climb up the ladders that appear between points R and S, then head to the topmost platform and step into the beam of light. Whether through powerful magic or advanced alien technology, you'll be transported to the next area.

10 IT'S WITCHCRAFT

After stepping out of the pretty light, you'll receive an ugly welcome. Two Wizzrobes will use their black arts to steal your Force Gems. Toss bombs at the foes to take them down and trigger a shower of Force Gems.



11 IT'S NOT THE FALL, IT'S THE SUDDEN STOP AT THE BOTTOM

North of the Wizzrobes, step on a switch and take out the foes that appear by knocking them off the platform or by bombing them. After the fight, grab the Moon Pearl and head south.

12 P. DIZZY

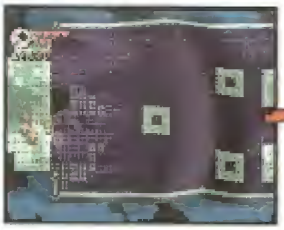
Drop the pearl and go to the Dark World, where you'll find three sets of four switches. The set on the right reveals hammers, and the other two drop enemies. Use the cross formation and the spin attack to trigger the sets you like.

13 THE MAZE CRAZE

Grab the hammer and pound the clouds to find goodies, then head north to a small maze. Use the stairs to move from one part to the other, keeping an eye out for enemies. At the end, pound the ground with a hammer to get Force Gems aplenty.

14 SPIKES WE LIKES

When you leave the maze, head east. You'll find a seemingly harmless metal grid, but don't be fooled. If you step onto it hastily, you'll be impaled like a shish kebab.

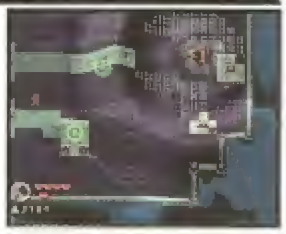


Charge up your hammer then strike the ground to reveal spikes. Avoid a metallic death as you move east.

Proceed to the switches and hit them to create pathways to safety.

15 WEIGHING THE OPTIONS

There's a lot of treasure in the spike field, but you may not need it all. If you already have 2,000 Force Gems, you can bypass the entire field, go back to the end of the maze and head north to tip 17.



16 THE INSATIABLE COLLECTOR

If you want all the goodies (like any good adventurer would), keep at it until you find every chest. Don't go to the far northwest corner until you're ready to face the boss—once you go through the portal you can't come back.

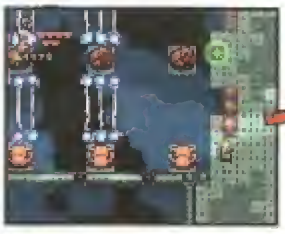
17 BLOW, WIND, BLOW

Walk north from the end of the maze then go east. Cross the platform and hit switches to stop the wind from blowing. At the far end, head downstairs and grab a slingshot. The nearby switch will stop the wind for your return trip.

18 FIRE AT WILL

28

In the room with blue electrical barriers, use the slingshot on the only reachable switch to turn off the first barrier. Deactivate the others on the double.



Put three Links on the long portions of the L-shaped block then send the fourth to the remaining spot.

As the block moves, fire the slingshot at the switches. You have time for only one shot—make it count.

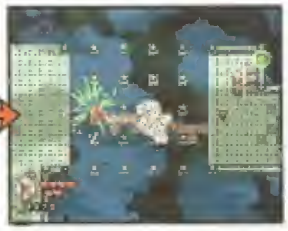
19 BRIDGE-BUILDING 101

North of the barrier room, you'll find a large gap with four switches. Strike all the switches then turn off the one floating in space (to the east of your position). Doing so will create a bridge to the other side.

20 A BIG KEY FOR THEE

Grab the Big Key from the other side of the bridge then head back across it. The bridge will reset when you get the key, so you'll need to exercise your slingshot skills again.

The key couldn't be easier to find. Even clever explorers like yourself need a break now and then.



Hit the switch on your side then toss a Link across the gap and have him hit the two southern switches.

21 SWEET, SWEET TREASURE

It's chests galore in the room west of the bridge! The Big Key opens the topmost chest—which contains a huge green Force Gem. The others hold gems, items and Big Bombs. Check the map to see what's what before you open a chest.

22 IT'S A DARK WORLD AFTER ALL

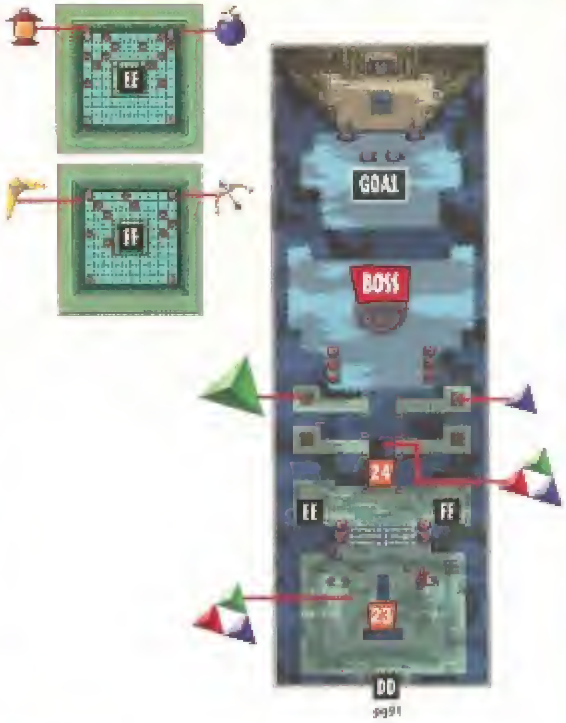
Take the Moon Pearl from the treasure room and head back across the bridge. Drop it on the shiny spot and enter the Dark World. Buck up, little camper—you're almost to the end of the level!

23 GOOD KNIGHT!

When you meet up with two large knights and a whole bunch of lackeys, you'll have to fight your way free. The slingshot is next to useless—use the trusty Four Sword to lay waste to those who dare oppose you.

24 LAMP AND BOW—THE WAY TO GO

Past the knights, grab a lamp from the hole on the left and light the torches, then grab a bow from the hole on the right and fire it through the flames. You'll create a sturdy bridge that leads you to the boss.



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BOSS SHADOW LINK

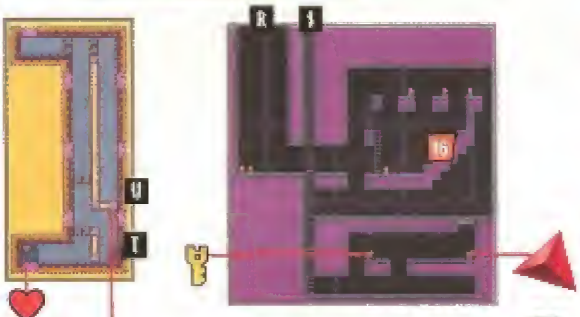
Shadow Link just can't leave well enough alone. No matter how many whuppings you give him, he always comes back for more. Be that as it may, it's your duty as an adventurer to defeat evil—regardless of how many times it comes calling.

The cross formation allows you to strike Shadow Link from any direction. Use the bow to hit him from a distance and stun him for a couple of seconds, then use the sword while he's dazed.

In this fight Shadow Link will keep regenerating. Princess Zelda will show up and stop the cycle—use the opportunity to lay waste to any Shadow Links that remain on the battlefield.

PALACE OF WINDS

No more! Vaati's reign of terror ends here! Infiltrate the evil one's prized palace and show him the meaning of courage. Don't get too giddy if you defeat him, however—an even more menacing foe is waiting just beyond the boss's door.



Use the Bomb Flower to break all the cracked blocks, then step on the big switch in the corner. Head back to the hub and snag the level-two Pegasus Boots then run across the gap to enter Vaati's lair of doom.

1 LEFT OR RIGHT, YOU'RE STILL GONNA FIGHT

As befits the temple of an evil wind sorcerer, there are violent henchmen around every corner. Clear out the rubbish in the west and east halls before moving north.

The soldier in the west hall has a big mace. Try to pin him against the wall and slash so he can't get it up to speed. When he's gone, hit the switch for a rain of gems then push the last three blocks on the right to escape.

Repeat the process with the soldier on the right-hand side, then step on switches to make four chests appear. They will contain a small blue, small purple, big green and big red Force Gem, but the order is random.

2 KEEP UP THE FIGHT

Step on the big switch in the center of the room and prepare for a brawl—several Stalfos and a Wizzrobe will appear. Concentrate on the wizard first and take out a skeleton only when it gets in your way.

3 ENTER THE HUB

The room past the switch serves as a hub for the entire palace. Get used to it—you'll spend a lot of time there. When you enter the hub, pull the lever on the left to make items appear. Pulling the one on the right will make bombs drop on your head.

4 A NEW USE FOR AN OLD TOOL

Grab a boomerang and enter the hub's northwest room. Face the wall and toss the weapon through the stone and into two crystal switches on the other side, then proceed to the hub's southwest room.

5 THE DARK-WORLD DANCE

In the southwest room, push two blocks east to reveal a Dark World portal. Split up the Links and send one into the portal to do some heavy lifting.

Have the Link in the Dark World pick up a Link in the Light World and set him on the foot switch behind the statues. When it's done, exit through the western portal.

Use the Link on the foot switch to boomerang the crystal switch, then use the Link on the west side of the room to go north. Get a key and a Moon Pearl and return to the hub.

6 PEGGY BOOTS

Get the Pegasus Boots and open the hub's northwest room. Grab a Bomb Flower and blast the wall crack to reveal a Fairy Fountain, then upgrade your boots, cross the gap and press the switch.

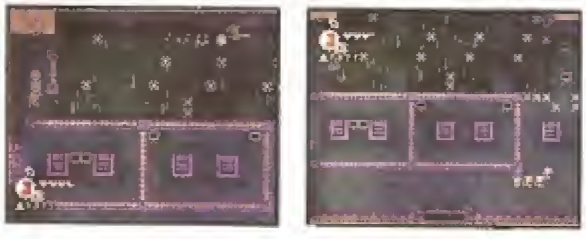
7 FLY ME TO THE LADDER

Head downstairs (in the room north of the gap) and enter a huge underground room. You'll need to drop off the ladder and run through midair to reach both some treasure and the exit.

Finding the chests requires some patience and trial and error, as it's hard to start your run at exactly the right point. If you want to skip the mess (and miss out on Force Gems), just run for the left-hand ladder.

8 STAY OUT OF THE SHREDDER

You'll have to time your runs well to cross the gap filled with bouncing traps, and also keep an eye out for giant enemy hands. When you reach the end, grab a pearl and push the blocks to exit.



9 HAMMERING MAN

Back in the hub, grab the hammer and go to the southeast room. Use the hammer to find spikes in the floor and to pound the small red critters. When you've smashed all four red guys, the south door will open.

10 POTTERY PATTERNS

When you encounter a group of nine red enemies, you'll need to do some creative pounding. Hammer them into the same pattern as the jars to their right to solve the tricky puzzle.

If you think of the red critters as a phone pad, the number 3, 4 and 8 foes should be left alone. When you solve the puzzle, walk through the wall at point K and clear the maze. Push blocks to get a pearl, then return to the hub.

11 FALLING DOWN, WAY DOWN.

Grab a bow and enter the northwest room. Walk downstairs and look for a pit right in front of the ladder—you're about to take a long, long fall.

Charge your bow and run off the ledge then fire at the eye switch near the bottom. When you hit it you'll make a bridge. Cross the bridge and fall into another pit; fire up as you fall to hit another switch.

When you hit both eye switches, you'll gain access to two ceiling holes on the right side of the bridge. Fire arrows through both of them to open a door, then go back upstairs.

12 WALLS COME TUMBLIN' UP

Spiked walls will appear as you move around the room north of the eye switches. Keep your bow charged to get a zoomed-out view, and fire at the switches whenever you get a clear shot.

13 LET'S BLOW THIS POPSICLE STAND!

Take the fourth Moon Pearl back to the hub and place it, then enter any portal. There are four switches in the Dark World—split up the Links there and send each of them to a switch. Pressing all four will open a door in the Light World.

14 REUNITED WITH SOME OLD ENEMIES

When you pass through the hallways after entering the new door, you'll meet a number of familiar enemies. Make sure that you're equipped with the bow before making the journey.

A pair of Hinoxes in the first room will make you sweat—try to take them out from the safety of the entrance. In the next room you'll find Gohmas. Shoot them in the eye with an arrow to proceed.

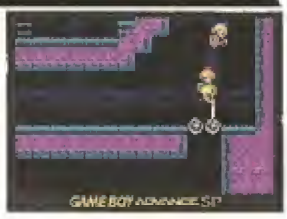
15 THE HUMAN CANNONBALL

You'll find a black floor east of the spider room. Break the pots to the south and fall down the hole, where there's a cannon waiting to take you to untested heights.

Aim for the middle of the pit to land in the cannon, then launch yourself up and out of the dungeon. Aim for the black floor and press B to attack it in midair. You'll flip the floor and access a new area. If you miss the cannon on the first try, climb up the right-hand ladder and toss a Link at the cannon, then quickly take control of the flying Link so you can enter the device.

16 TOSS AND SMASH

In the basement below the black floor, climb up the second ladder and toss Links across the gaps, breaking pots and hitting switches as you go. At the last gap, fire a sword to break the pot, then fall off the edge. Hit B as you fall to break the blocks.



BOSS VAATI

30

Vaati got ugly in a hurry ... no wonder he had to kidnap all those maidens! To take down the flying eye, you'll need split-second timing and the ability to toss a bomb onto a spot the size of a dime. But hey, you're Links! It should be no problem, right?

When Vaati starts to move, pick up a bomb and hold it for a few seconds. Just before it starts blinking, toss it into the vortex beneath the flying eye. Vaati will suck it up with the funnel cloud and injure himself in the blast. Keep tossing bombs until the beast falls to earth.

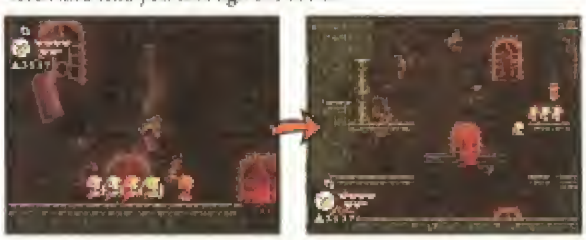
Vaati will give up the cyclone eventually and switch to a ring of blue fire. Fall down the middle hole and land in the cannon, then launch yourself from it and strike the boss's eye while you're in midair. Vaati will vanish to the basement—follow him and press the attack. Keep repeating the pattern to beat him.

TOWER OF WINDS

It's not over! You must escape the collapsing Tower of Winds with Zelda in tow. Don't worry—despite the impending fall, there's no time limit.

1 THE TOWERING COLLAPSE

Princess Zelda may get abducted by baddies frequently, but she's one tough cookie. Despite the crumbling architecture, she'll sally forth and lead you through the tower.



Zelda will move without hesitation or thought for her own safety. The only hiccups occur when something blocks her path. Keep that in mind as you travel—her recklessness can sometimes put her face-to-face with a monster.

2 BODYGUARDS TIMES FOUR

Try to stay a little ahead of Zelda so you can see trouble before it strikes. If an enemy is waiting, charge ahead and take it out before the princess gets within range.

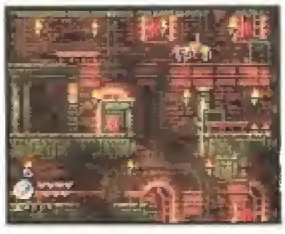
3 SWITCH SEARCH

As you descend, you'll encounter an area that Zelda can't pass until you create a ladder. Find a switch on the right-hand side of the screen and stand on it to create safe passage—use the Pegasus Boots to cross the gap.

4 A CONFUSING ARRAY OF MECHANICAL WONDERS

After you press the switch and climb down a level, you'll need to leave Zelda for a moment. Fall to the bottom of the screen and work your way back up.

Halfway back up the screen, enter the gray-framed door and grab the Roc's Feather. Say goodbye to your snazzy boots!



Climb to the top and leap right, then step on a switch and make a bridge. Wait for Zelda to cross before you proceed.

5 MORE SWITCHES. IMAGINE THAT.

After the princess crosses the bridge, go through the door to the right and strike a switch, then hop to the platform below you and step on another. A third and final switch is under the pot on the brown platform, near the bottom of the screen.

BOSS GANON

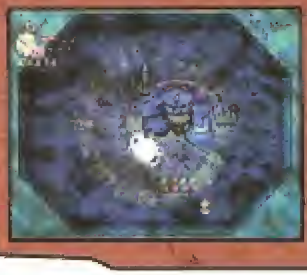
Villains don't come much bigger and badder than Ganon—a huge piglike beast that carries a mean trident and can withstand even the most punishing of blows. It's time to see if the four Links are Hyrule heroes or Hyrule zeros. Man up, dawg!

Ganon's first strategy is to bounce around the room and unleash a flurry of bolts from his trident. Follow him as he jumps, and squeeze in as many sword swipes as you can. If you can get behind him (almost under him) when he lands, you can hit him multiple times.

If Ganon's trident bolts hit you, you'll be transported into the Dark World—where you must fight a host of enemies. When you've defeated all of them, you'll return to the Light World.

After a bit, Ganon will throw his trident, which leaves a trail of blue fire behind it. When he tosses his weapon, charge. Hit him as many times as you can, then run when the trident comes your way. If you have a lot of Force Fairies, you can attack without concern for your health.

When Zelda appears, Ganon will try to slay her with green balls of light. Enter the wide formation and stay between the boss and the princess. When a ball comes your way, deflect it with the sword. Hit Ganon with the ball if possible, but concentrate on protecting Zelda first.



After you hit Ganon with enough of his own attacks, Zelda will send out a ball of light. Charge up the bow that she gives you and wait for the light orb to move between you and Ganon. When it does, let fly with an arrow. If your shot is true, you'll lay waste to the boss in one fell swoop!

Multiplayer Strategies

THE MORE THINGS CHANGE, THE MORE THEY WELL . . . CHANGE. THE MULTIPLAYER VERSION OF HYRULEAN ADVENTURE DIFFERS SLIGHTLY FROM THE SINGLE-PLAYER GAME, AND WE'VE GOT YOU COVERED FOR BOTH.

THE NUMBERS GAME

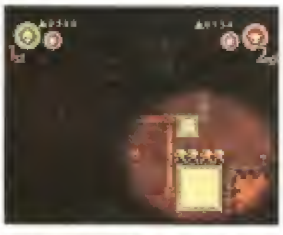
If two players take part in Hyrulean Adventure, each will start with two Links. If three play, the person plugged into the first Controller slot will get two Links, and the other players will each get one. If four play, everyone gets a single Link. You can steal Links from other gamers in two- and three-player matches.

THE BARE ESSENTIALS

Specific differences between single-player and multiplayer modes are listed on the following pages. But the six tips below will make you the king of any world in Hyrulean Adventure. Get to know them like the back of your hand

GETTING ALONG

Many puzzles require all four Links to complete, which means you'll need to cooperate. Sometimes one player will have to sacrifice for the good of all; for example, by triggering a switch that releases Force Gems to the others.



STEALING LINKS

In two- and three-player games, the extra Link or two attach to a human player. You can take such a Link for your own by walking up to him and pressing the R Button. Ain't thievery great?

THE POWER OF DIVERSIFICATION

In a single-player game, all four Links get an item as soon as you pick it up. In multiplayer, however, only the Links that you control will get an item. Give different items to different people when possible so you're ready for any situation.

A WINNER IS YOU!

Points are awarded at the end of each level. You'll rack them up for eliminating the most enemies, having the most hearts left and collecting Force Gems. You'll lose points for each Force Fairy you used during the stage.

FIGHTING IT OUT

The competitive aspect of Four Swords Adventures is one of its strongest points. Anything goes in multiplayer: pick up people and toss them in the water, blow them up with a bomb and steal their Force Gems . . . you name it.

ROCK THE VOTE

In three- and four-player games, you'll have a chance to reward your allies and punish your enemies. At the end of a stage, you can vote for which player was the most (and least) helpful. Winners and losers gain and lose points accordingly.

MULTIPLAYER MADNESS

Some levels have major changes in multiplayer mode, but others have only subtle differences or none at all. If something has changed, we'll discuss it here. Levels that don't contain changes are not mentioned.

22 This icon refers to a callout in the main walk-through. Turn to the level and look for the appropriate icon and number to find the reference.

Whereabouts of the Wind

LAKE HYLIA

1 YOU'LL HAVE TO TOSS ME

In multiplayer mode, the star-shaped switch will be on the other side of the gap. You'll have to toss someone across so he can stand on the switch and make the platform appear for the rest of the group. The same goes for the pair of switches that follows.

CAVE OF NO RETURN

2 EARN YOUR REWARDS

The bow and the Blue Bracelet won't simply be waiting for you on the platform. For them to appear (along with a treasure chest that contains a Force Gem), you'll have to smash the pots and step on all four switches simultaneously.

HYRULE CASTLE

3 PHANTOM GANON'S MULTICOLORED SPHERES

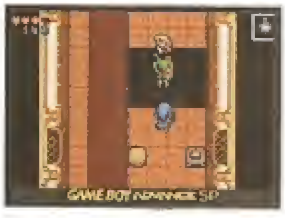
As in single-player mode, Phantom Ganon will hurl glowing green energy spheres at you. When green Link hits the projectile, however, it will change colors. The corresponding Link must then strike the sphere again to send it back to Ganon.

Eastern Hyrule

VILLAGE OF THE BLUE MAIDEN

4 FLYING LINKS

There aren't enough Roc's Feathers for everyone to leap over the gap in the house with the blue roof. Characters who have feathers will need to pick up the others and carry them over the hole. You'll need all four Links to push the barrels out of the way.



EASTERN TEMPLE

5 PINBALL WIZARDS

Not everyone can go through the portal in the room with the steel balls. Those who do enter the Dark World will need to pick up their Light World counterparts and carry them through the gauntlet to safety.

6 EYE SWITCH SHEBANG

The eye switches that trigger the bridge are in a different formation in multiplayer. You'll need to step on star-shaped switches to drop a set of blocks, then fire arrows at the eye switches from the right side of the blocks. You can hit them in any order.

7 THREE DOORS OF PLENTY

When you cross the bridge, you'll enter a room with three doors. After you destroy all the objects that fly through the air, the doors will open and grant you access to Force Gems. The middle door leads to a pit. Fall in the pit once you've picked up the loot, then join forces to push a block.

8 KEYING THE LOCK

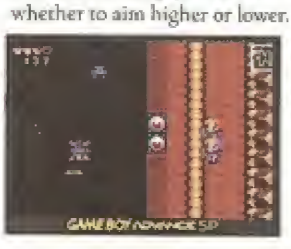
After you leave the basement, bomb the crack at the top of the room, then enter the new cave and get a Big Key. Take the key two rooms north and use it in the long chest to snag a huge green Force Gem worth 1,000 regular Force Gems.

Death Mountain

DEATH MOUNTAIN FOOTHILLS

9 TARGETING ASSISTANCE

Despite the lack of a floor switch, one player must remain on the right-hand side of the cave while the player with the bow heads to the other side. The archer won't be able to see the eye switches from across the gap, so his teammate must provide instructions whether to aim higher or lower.



THE MOUNTAIN PATH

10 HAMMERIN' THE HELMAROC KING

The Helmaroc King's head won't remain stuck in the huts for as long in multiplayer mode as it does in single-player mode. Therefore, one player will have to wait inside the huts with a hammer while another player tosses bombs at the bird.

Near the Fields

THE FIELD

11 A TOTAL ECLIPSE OF THE HEARTS

Malon has one heart in single-player mode, but she has hearts to spare in multiplayer. Don't consider this an opportunity to start slacking in your duties, however. The young girl still needs plenty of protection during the long walk back to the ranch.

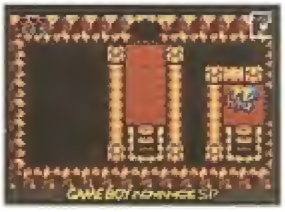
THE SWAMP

12 INTO THE BONEYARD

The Swamp's graveyard has many more empty tombs in multiplayer mode. Some of them contain large Force Gems; others hold terrible monsters. The cave with the bow in it is under the fourth headstone in the second row.

13 THE EYES HAVE IT

You'll need a Roc's Feather and a bow to clear the new caves in the second graveyard. Use the feather to break a set of cracked blocks, then shoot the eye switch. Get to the other side and toss a Link onto a platform, then shoot the second switch.



14 ONE AT A TIME

Not everyone can use the portal that opens south of Dampe's house. The lucky winner in the Dark World will have to carry everyone else. If someone's been especially mean to you, feel free to toss him into the murky swamp water.

INFILTRATION OF HYRULE CASTLE

15 THE TORCH REPORT

There are four lamps near the end of Hyrule Castle, and at least two Links will need them. Get the lamps and go to the unlit torches, then use the lamp to strike a flame. You must ignite all the torches at the same time to open the door.

The Dark World

LOST WOODS

16 CRYSTAL COOPERATION

Since you can't get into the cross formation in multiplayer mode, your group must cooperate to hit all four switches simultaneously. If you're playing with fewer than four people, use spin attacks to hit multiple switches at once.

17 RESTRICTED ACCESS

The Dark World portal will be green, red, blue or purple, meaning that only the corresponding Link can step through and talk to the Deku Scrub. When you come back to deliver the items and collect your reward, the portal may be a different color.

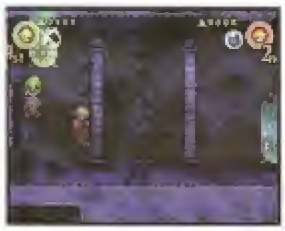
TEMPLE OF DARKNESS

18 SHARE THE HAMMER

Though still divided into two halves, the room at point 10 is completely different in multiplayer mode. Split up your party and enter through different doorways. The Link(s) at the south side of the room should grab the Magic Hammer and whack the little red critters, then step on the switch to lower the barrier on the north side of the room. Afterward, put the hammer back so the Link(s) on the other side can use it to return the favor.

19 SEE YA ON THE FLIP SIDE

The Link that's able to use the portal must step on a star-shaped switch in the Dark World to lower the first barrier in the Light World. One of the players in the Light World can then step on the switch beneath the jars to lower the barrier in the Dark World. Step on one more switch in the Dark World to be on your way.



20 DEKU SECRETS

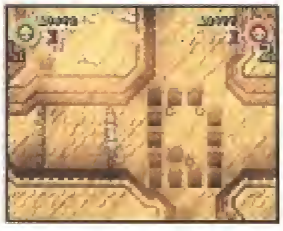
The Dark World portals at the northeast end of the temple are color-coded in multiplayer mode. That means only one of you will be able to talk to each pair of Deku Scrubs for clues regarding the movable walls.

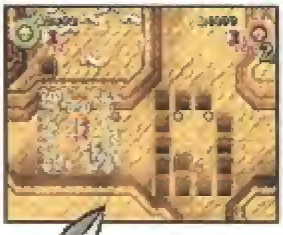
The Desert of Doubt

DESERT OF DOUBT

21 ALL TOGETHER NOW

The collapsing sand pits in the Desert of Doubt can be crossed only with a pair of level-two Pegasus Boots. To clear the trap, however, every Link in the party must be wearing a pair of the fancy footwear.





DESERT TEMPLE

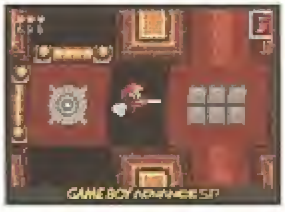
22 FOUR-SWITCH SLAM DANCE

The four switches in the Desert Temple are still in the corners of the room, but they reset even more quickly in multiplayer mode. You'll need to hit them one after the other to access the foot switch—split up and move as fast as you can.

PYRAMID

23 KEEP YOUR BOOTS ON

When you go through the portal into the maze of pits, every Link will need a pair of level-two Pegasus Boots to reach the big switch. You won't be able to carry anyone over the gap, so if you have a straggler you'll have to wait.



24 TOOL TIME

The Pyramid boss battle has a multiplayer twist. The two portals in the room lead to the Dark World, where you can find a hammer. When the Link in the Dark World hammers the flying skull, the boss in the Light World will freeze for a moment. Use the time to smash the colored ball on the end of its tail.

Realm of the Heavens

REALM OF THE HEAVENS

25 THE ULTIMATE SACRIFICE

Realm of the Heavens has a number of windy areas. If cooperation is your bag, leave one Link behind to stop the gusts for the others. While the straggler hits the switch, the remaining Links can run for the far side.

26 PEGASUS BOOTS FOR ALL

There are four pairs of Pegasus Boots in the multiplayer game. Each human player will need a pair to cross the color-coded paths near the end of the level.

THE DARK CLOUD

27 EQUAL PAY

You'll find four eye switches near the beginning of The Dark Cloud but only one bow. Don't worry, though. When the four switches are tripped, the bricks will disappear and give everyone equal access to the falling Force Gems.

28 YES, WE SHALL GATHER AT THE PLATFORM

When you reach the electrical field, pay attention to the location of the switches. Arm multiple Links with slingshots and have them face north and south. You'll need to cooperate to hit the switches and drop the fields.

PALACE OF WINDS

29 TO THE SPEEDY GO THE SPOILS

You'll fight three one-eyed monsters near the end of the Palace of Winds. If one player keeps the level-two Pegasus Boots, he can run across the gap and grab the big green Force Gems that drop when the creatures are defeated.

30 ATTACK COORDINATION

To beat Vaati in multiplayer, toss bombs into the funnel cloud until he emits a circle of energy balls. When he does, have one player hit Vaati with the arrow to stun him, and another spring out of the cannon and drive a sword into his eye.

TOWER OF WINDS

31 COLOR YOU HAPPY

Near the end of a multiplayer Ganon battle, he'll start tossing colored energy balls around. You must deflect them back at the boss with the same-colored Link to end the fight. If a different Link hits a ball, it will simply vanish.

Shadow
Battle

Shadow Battle

HYRULEAN ADVENTURE NOT COMPETITIVE ENOUGH FOR YOU? SHADOW BATTLE IS JUST WHAT YOU'RE LOOKING FOR—AN ALL-OUT BRAWL BETWEEN YOU AND UP TO THREE FRIENDS.

BATTLE BASICS

In Shadow Battle your only goal is to be the last Link standing. There are no Force Gems to worry about and no damsels in distress to save. The dark stages become available as you progress through the Hyrulean Adventure.

HANDICAP

If you press Start at the Select Area screen, you'll see a Handicap option. There you can set the number of Heart Containers for each player. The default is four, but you can increase it to six or decrease it to only two. It's a good way to even things out if you're playing with a group of varying experience or skill.

RULES

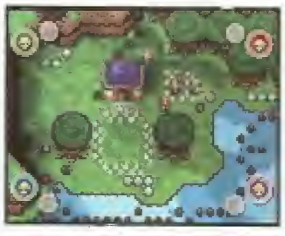
Under the Rules option (also found by pressing Start at the Select Area screen), you'll find various battle settings that you can turn on and off. You can choose whether to drop or keep powerful items, and whether to display the Heart Meter and number of Force Gems on the screen. The Vaati option serves as a time limit. When time expires, the evil wind sorcerer will sweep through the area and end the game in a tie.

ENVIRONMENTAL HAZARDS

Every stage contains a variety of ways to dish out damage. You can wreak all sorts of havoc by using the environment to your advantage. Refer to the following pages for details on each specific area.

GET EQUIPPED

Always procure an item as quickly as possible. It will give you another means of attack, and the more options you have at your disposal, the better. It's important to mix things up a bit and try to catch your opponents off guard.

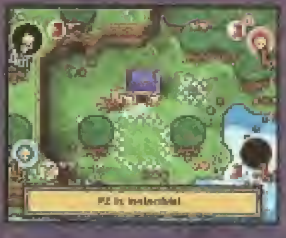


STAYIN' ALIVE

When your Heart Meter gets low, take a break from pummeling your foes to look for hearts. As in Hyrulean Adventure, you'll often find them inside jars or underneath bushes. You can also prolong your survival by taking cover in an interior area when someone's about to set off an environmental hazard.

MYSTERY ITEMS

Large orbs with a question mark in the middle will frequently appear on the battlefield. You can pick them up and throw them to release one of the items described below. Try to memorize where the orbs fall in each stage.



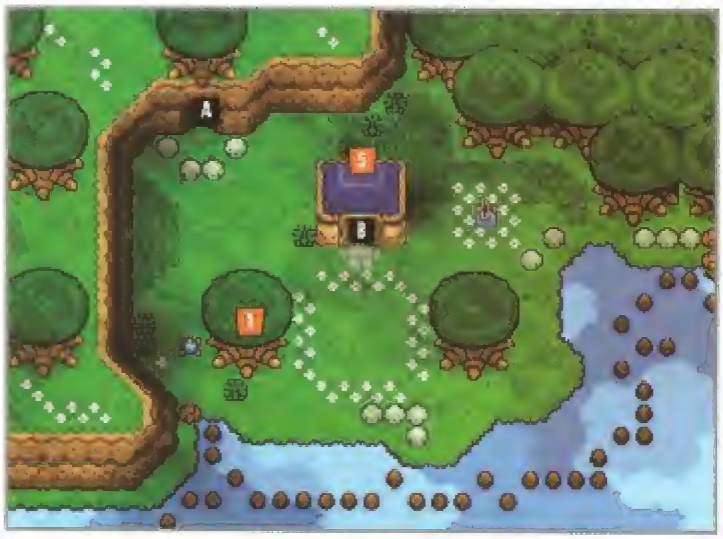
The carrot will summon Epona for a short period of time. You'll be invincible while you're riding your loyal steed, and you can deal damage to other players simply by running into them.

The Cucco will take a heart from one of your opponents and bring it back to you. When you unleash one of the bloodthirsty birds, we recommend bellowing, "Go, my pet. Bring me the heart of my foe!" in the most intimidating voice you can muster.

The least desirable of the three items is a flurry of Bombchus that bounce around the stage and eventually explode. Be careful—they can hurt you as well as your opponents.

THE FIELD

The Field may seem better-suited for a picnic at first glance, but don't let its appearance fool you. With trapdoors, enraged birds and an abundance of explosives, there's no shortage of creative ways to bring down your opponents. Sneaky tactics are the order of the day.



1 BEE-WARE

If you use the Pegasus Boots to ram one of the trees, a swarm of bees will attack the closest player. Run inside the house or the cave to get away from the angry insects.

2 BOMB THREAT

Bombs will surround the item platform when you activate the crystal switch inside the house. They won't detonate immediately, but they may scare other players away from the item.

3 DO NOT ENTER

It's possible (and a great deal of fun) to throw a Bomb Flower through the doorway and hit someone outside. They'll never see it coming!

4 ANGRY CUCCOS

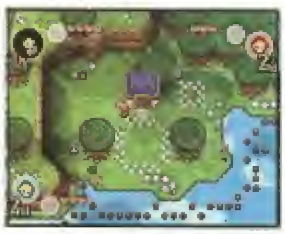
If you beat on the poor Cucco inside the cave, a flock of the birds will eventually descend on the area and attack everyone outside. It ain't right, but it sure is effective.

5 HOUSE GUESTS

Charge into any side of the house while you're wearing the Pegasus Boots to make three soldiers appear inside.

THE ENEMY OF MY ENEMY

The crystal switch inside the cave causes four monsters to appear outside (including an electrified one). Unleash the baddies and let your friends deal with them while you remain in the sanctuary of the cave.



THE FIELD (DARK)

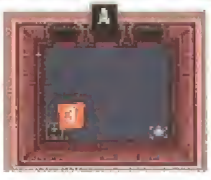
All of the dark stages are pitch-black save for a small field of vision that surrounds each Link. The only other difference in the first area is that the trapdoor switch is a few feet north of its Light World counterpart.

TRAPDOOR

There's a star-shaped switch beneath the bush next to the house. Stepping on it will open a trapdoor in front of the abode, and anyone standing there will plummet to his doom.

TOWER OF FLAMES

As you might expect, fire plays a big role in the Tower of Flames. All of the items in the stage appear within range of the flame jets (see tip 1), so make sure nobody's lurking near the switches before you try to grab them.



1 LET ME STAND NEXT TO YOUR FIRE

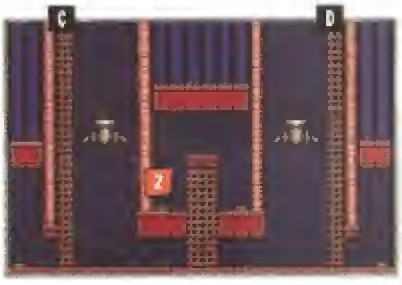
Each of the star-shaped switches underneath the jars turns on two of the flame jets. As with all of the floor switches, you can press them even after you've fallen.

2 FUN WITH LAVA

There are four switches at the bottom of the pit, each of which opens a trapdoor on the surface. Anyone standing over it will fall into the lava.

3 BOMBARDIER

Hitting the crystal switch inside the south cave will unleash eight Bombchus. The little guys will more than likely detonate all of the bombs resting along the edge of the platform.



TOWER OF FLAMES (DARK)

Bombs will appear in the north room if you step on the floor switch to the left, and in the south room if you step on the switch to the right. Hit both pairs of crystal switches on the platform to drop bombs into the pit.

FIRE IT UP

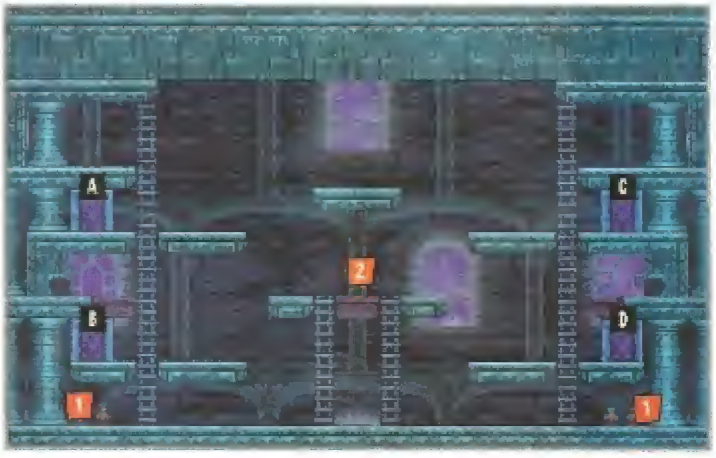
If you stand on the star-shaped switch in the north room, flames will ignite on all four corners of the square outside (they come out of the little brown dots on the floor). The fires won't stop until you step off the switch.

RAGING INFERNO OF DOOM

The Tower of Flames is probably the most chaotic stage in the game. Stay on your toes and keep moving. The only relatively safe spot on the platform is between the bombs and the central square. But even there, the Bombchus can hit you.

TOWER OF WINDS

You'll be running through more doors than a French farce in the Tower of Winds, and avoiding bombs all the while. Remember that people in the Dark World can pick up those in the Light World—a nasty strategy when the Big Bomb comes into play.

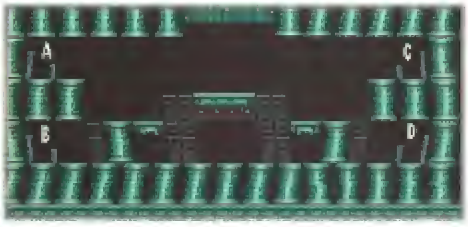


1 BOMBERMAN

Pressing the switches at the bottom of the screen will cause bombs to fall in the Dark World. You can access the Dark World by going through any doorway.

2 WHAT COULD IT BE?!

When you start, a mystery-item ball will appear in the middle of the screen. Pick it up and toss it to reap the rewards. The ball will reappear after a few moments.



TOWER OF WINDS (DARK)

There are two more switches in the dark version of the map—one on each side of the ladders in the Dark World. If you hit both switches, bombs will rain down on the Light World.

SWITCH IT UP

The Dark World contains four crystal switches. If you hit all of them within a couple of seconds, a Big Bomb will appear in the Light World. It's tough to hit all the switches by yourself—you might need to enlist a temporary ally to get the job done.

KA-BOOOOM!

To really tick off your opponents, try this trick: go to the Dark World and drop the Big Bomb, wait for the timer to reach five, then pick up anyone who's still in the Light World so he can't reach a door. Blammo!

HYRULE CASTLE

The castle has fallen into a state of lawlessness and chaos during Princess Zelda's absence, and now the courtyard is a Shadow Battle free-for-all. Roving guards and unsteady portals will make getting out in one piece a real challenge.

1 TROUBLE IN THE HENHOUSE

Soldiers of all shapes and sizes patrol the Hyrule Castle grounds. They are equal-opportunity destroyers who will take out anyone within range. Watch your back.

2 LINK GET YOUR BOW

You can get items only in the Dark World. They appear on either side of the portal and are often the level-two variety. You can even get a level-two sword!

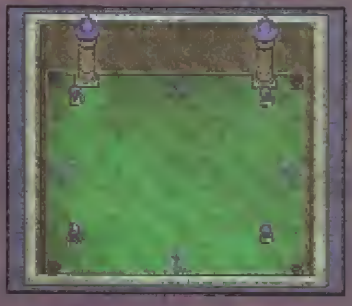
3 IT NEVER STOPS

Enemy units will keep coming, no matter how many you slay. They appear on the light-gray patches of grass near the edges of the screen, so try to avoid those areas.

When you enter the Dark World, this portal is your ticket home. If you don't leave within 10 seconds, you'll be taken to the Light World automatically.

HYRULE CASTLE (DARK)

Like the Tower of Winds, the dark version of Hyrule Castle holds two additional switches. Go through the portal to find them, then hit them both to release a slew of Bombchus into the Light World.

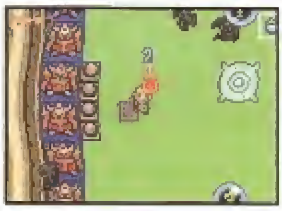


PICK UP AND PUNISH

While in the Dark World, it's always fun to pick up friends in the Light World and carry them around. You can even use them as makeshift weapons to bash soldiers on the head.

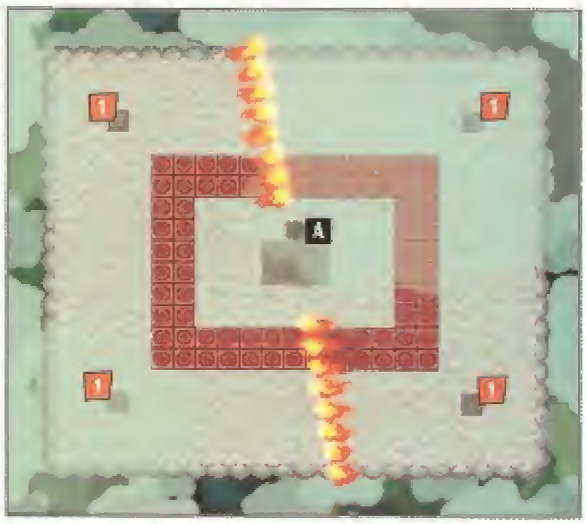
TICK TOCK, TICK TOCK

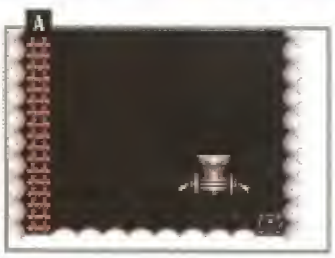
The portal to the Dark World appears and disappears at random. If you enter it, you'll have 10 seconds to do whatever you like before you're whisked back to the Light World. Grabbing items should be your top priority.



ABOVE THE CLOUDS

It's a long way down when you're fighting on a cloud. No time for happy songs, harp strumming or introspective reflection—this is pure combat in which the loser is likely to be thrown to his doom.





ABOVE THE CLOUDS (DARK)

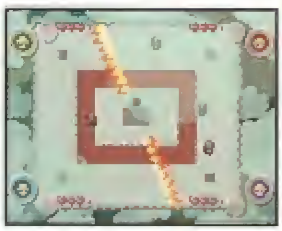
In the dark version of Above the Clouds, the rotating ring of fire has four arms instead of two—which gives you two more things to think about. Other than that, the maps are identical.

1 ITEMIZED

Items appear at the four corners of the map. Mystery items will show up in the middle of the screen, just south of the small black hole.

HUE ARE YOU?

The square border in the middle of the cloud changes colors every couple of seconds. You can cross it only when it matches the color of your Link—if you stumble onto it at any other time, you'll fall right through.



LINK THROWS DOWN

The most obvious bit of strategy (and the most enjoyable) is to pick up your opponent and throw him off the cloud. Come up with a few choice insults for when you're carrying his struggling body toward the edge and certain doom.

THE CORIOLIS EFFECT

If you fall down the hole at the center of the map, you'll find a cannon and a switch. When you hit the switch, the fiery contraption on the surface will spin in the opposite direction. You can hit the switch as often as you want.

UP AND AT 'EM!

The cannon at the bottom of the hole is a useful tool. When you use it to launch yourself back to the surface, press the B Button in midair to strike your opponents with a downward sword thrust.

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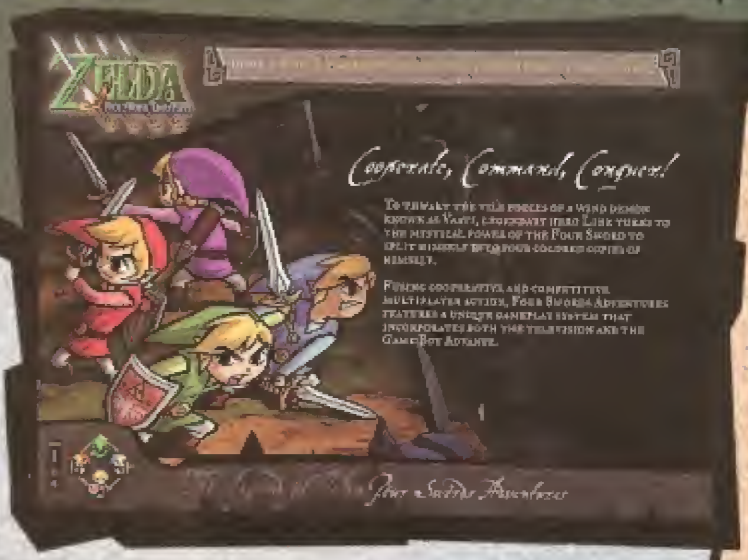

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